Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 1

Hybrid and *Nemesis* are published by Rackham who retains copyright control over this intellectual property. This edited version is provided for personal use only, to people owning copies of the original rulebooks and contents of the boxed sets.

INTRODUCTION

Hybrid is a squad-level, tactical boardgame for two players using Rackham figurines. The game pits the Griffins of Akkylannie and their allies against the Scorpions of Dirz and other Meanders of Darkness. Both sides fight within the depths of the Heresiarch's hidden network of laboratories to discover the lost secrets of the Alchemical Empire.

HOW THE GAME UNFOLDS

This chapter is a brief, practical guide of how a game of *Hybrid* typically flows. In this section we will touch upon how the rules detailed in this book relate to one another. Specific terms are highlighted in bold text. The page numbers refer to the complete rules associated with each term. Should you need any further details, turn to the relevant section for additional information.

PREPARATION

First, the players must decide on the scenario they're going to play by choosing a mission and their faction (**Missions**, page 31).

They then establish their squad lists to include the **fighters** and any extra **Equipment** they need to complete the mission (**Reference Profile cards, Army Material Cards**, pages 2 and 18). The players may also need additional fighters, which are kept in reserve for later use. If this is the case, instructions will be provided in the briefing.

The mission briefing sets each faction's victory conditions and a diagram of the laboratory. All of the **Tiles** (page 5), counters and fighters needed for the game are placed in accordance with the mission diagram. Fighters that require an **Access** to enter the laboratory are put to one side (page 9).

Once the initial layout is complete, sort the cards into the standard six decks used in any mission. Each deck has a unique card back.

Shuffle the **Event cards** and place them in a deck face down near the mission board (page 17).

Players shuffle their own **Army Event cards** and select the top two cards. These two are placed face down near the player. Both players draw their cards at the same time throughout the game – first at **First Contact**, second at **First Blood** (page 18).

The Griffin player shuffles their **Aura cards** and draws three at random. After studying them they discard one and keep the other two for their use during the game. The Scorpion player does the same with their

Mutation cards (page 18).

The unused Army Event, Aura, and Mutation cards are set aside. These decks are not normally used once the allotted cards are drawn.

Shuffle the **Action cards** and place the deck near the mission board. Both players draw or are dealt four cards. After studying them, a player can choose to discard all of their Action cards to the bottom of the Action card deck and replace them with three new cards. This new hand cannot be discarded (page 15).

THE FIRST ROUND
Both players must make an **Activation Roll** with a d10. The player with the lowest score decides who will start (page 7).

The players then determine the **Activation Sequence** of their fighters by taking turns placing Activation counters next to their respective fighters. Counter #1 is placed next to the fighter they will activate first; counter #2 is placed next to the second fighter to be activated and so on and so forth until all of the fighters have been given an Activation counter. However, the order in which counters are placed need not reflect the order in which they are activated.

Once this has been done, the player who starts the game round reveals their first **Activation** counter, beginning with counter #1, and takes a turn with the relevant fighter. The player in control of the fighter decides which **Action mode** and **Level of Mastery** (page 10) they will adopt once activated:
ϖ If they choose the Maneuver mode, they must immediately specify a Level of Mastery. Then the fighter can use their **Movement points (Mt)**.
If they chooses another Action mode (Offensive Combat, Defensiveϖ Combat, Firing) they must announce the Level of Mastery after the fighter has finished moving.

When a fighter is activated the controlling player (or player) can immediately play any number of Action cards to increase their chances of success and render the feat more spectacular. The Action card(s) must be shown to the opposing player (or opponent). Should the player choose not to play Action cards they must declare this intention to their opponent (page 16).

Whether or not the player used any Action cards their opponent can choose to **Hinder** the Activation by playing one and only one of their own Action cards. The modifiers associated with this card have a negative rather than a positive effect when played as a Hindrance.

If the player used any Action cards initially, they can choose to play additional Action cards to minimize the negative effects of their opponent's Hindrance.

In the majority of cases, after the final value of any Action card modifiers is determined, the player has to make a **Natural Roll** with a d10 to complete an Activation. The **Success Level (SL)** of the roll is determined according to the fighter's current **Natural Value (NV),** as modified by the Equipment at their

disposal, the Level of Mastery chosen, and the Action cards played, etc. The feat is deemed successful if the result is equal or less than the **SL**. A result of 1 signifies a **Perfect Success** and a result of 10 signifies a **Critical Failure** (page 4).

If the active fighter is using a Level of Mastery that delays the effects of an Action mode or has special effects (such as Defensive Combat which allows a fighter to potentially fend off several attackers), the player must place a corresponding counter next to the affected fighter's figurine. The counter is removed as soon as the fighter's status changes. This counter can also be used to determine the order of Activation of different fighters in the same mode (for example, a fighter finds themselves ambushed by several enemy fighters in Skilled Firing at the same time).

Once the Activation has been completed by the first fighter, the second player activates the first fighter in their Activation Sequence. When second player finishes, the first player activates their second fighter…

The players continue taking turns this way until all the fighters with an Activation counter have been activated.

Any effects that expire at the end of the current round are then withdrawn and the next round begins.

THE FOLLOWING ROUNDS

The following rounds unfold in the same manner with one exception: any number of Action cards can now be played during the Activation Roll, by either player, in order to increase the chance of wining the decision. The players alternately "bid" Action cards face down, one at a time, starting with the player who won the last Activation Roll. When both players pass on bidding the Action cards are revealed and their values are factored into the Activation Roll result for each player.

THE END OF THE GAME

The winner is the player who fulfills all their victory conditions. The game is considered to be a draw if neither player is can accomplish this.

Are you brave enough to confront the enemy and resolve the mysteries of the Heresiarch's laboratories?

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 2

REFERENCE PROFILE CARDS

Each player takes control of one faction to create an optimized squad of fighters to carry out each mission. A fighter and their capabilities are represented by an individual figurine and a Reference Profile card. Scorpion fighter cards are green and Griffin fighter cards are blue.

A *Reference Profile card* represents an elite soldier, a hero, or more commonly, several fighters of the

same type. In the latter case, each fighter has the same basic characteristics and abilities regardless of how the individual figurines are modeled.

The characteristics of each fighter are represented by a set of numerical values, Equipment and Aptitudes.

THE BASICS
Name: the name on the card can be the name of a type of fighter, a champion, or a unique personality.
Portrait: the image below the name is an illustration or a picture of the painted figurine.
Quote: the flavor text in italics below the portrait establishes the attitude of the fighter.

ACTION MODES
Surrounding the portrait are the 4 *Action modes*: Offensive Combat, Defensive Combat, Firing and Maneuver. Each Action mode is associated with a corresponding icon.

Each Action mode value indicates a fighter's proficiency in that mode. The higher the number, the more effective the fighter is in the given mode. The average value for an Action mode is 4. Any value higher than 4 indicates that the fighter is gifted.

If a hyphen ("-") appears opposite an icon the fighter in question cannot use the corresponding Action mode.

Example: *the Aberration has a value of "-" in Firing mode. Since the Aberration doesn't possess a projectile weapon, or the ability to fire one, it is incapable of using the Firing mode.*

Sword Icon - OFFENSIVE COMBAT (OC): is used to attack during for base-to-base contact – the higher the value, the more dangerous the fighter's attack.

Shield Icon – DEFENSIVE COMBAT (DC): encompasses parrying techniques, ducking, and dodging. A fighter who is gifted in defense is very difficult to injure.

Reticle Icon - FIRING (F): is performed by fighters equipped with projectile weapons. A value higher than 4 in Firing mode denotes a marksman.

Flank Icon - MANEUVER (Mv): or the ability to react to threats. There are situations where it can be crucial to know when to move like the wind or how to creep up on an enemy without being heard. An exceptionally agile fighter has great tactical flexibility.

NATURAL VALUE (NV)
Printed underneath the portrait, the *Natural Value* (**NV**) is the most important of the fighter's characteristics. It represents the fighter's prowess, luck, and vitality.

The Natural Value of a fighter is the basis for determining their *Success Level* (**SL**) in everything they undertake. The higher a fighter's **NV** the better their chances of success. A fighter with a high **NV** has excellent potential, but a wounded or less skillful fighter has less chance of being successful in difficult or risky situations.

As fighters are injured their capabilities are impaired. Each time a fighter suffers a *wound* the following effects take place immediately:
ϖ Their **NV** is reduced by 1 point. When this value reaches 0, the fighter is eliminated and placed off-board.
ϖ All Action mode values are reduced by 1 point each (down to a minimum of 1).
ϖ Their Movement value is reduced by 1 point.
ϖ If a fighter was in any **DC** mode – except Heroic Parry (**DC/6**) – they lose their **DC** status until their next Activation.
ϖ A fighter in Skilled Firing mode (**F/3**) loses their Skilled Firing status until their next Activation.

MOVEMENT (Mt)
A fighter's *Movement Value* (**Mt**) determines the distance that fighter can travel in a single Activation. This value is referred to using the terms "squares" or "points", with points being the more correct term. The average **Mt** value is 7 points.

It usually costs 1 **Mt** point to move onto a board square. Some squares are more difficult to cross than others because they are littered with debris or other hazards. Additional Mt points are sometimes required for making turns or traveling diagonally during a fighter's movement.

RANK
Rank is a key indicator when comparing the relative value of each fighter. Fighters are ranked from 0 to 4. The higher the value the more prominent the fighter is. Rank is also used as a key limitation in the composition of a squad for each mission.
ϖ Rank 0 fighters are raw recruits or "cannon fodder". **Note:** Rank 0 fighters cannot fulfill mission objectives.
ϖ Rank 1 is made up of standard fighters, mission specialists and promising heroes.
ϖ Rank 2 is an elite group of fighters, many of whom are the most valuable members of any squad.
ϖ Rank 3 is consists of exceptionally powerful creatures and emblematic personalities.
ϖ Rank 4 is reserved for legendary fighters whose power defies belief.
ϖ Some crazy rumors even imply that a fifth rank exists…

EQUIPMENT
The items listed in this section are the fighter's standard *Equipment*, each of which provides specific benefits during a mission.

Any benefit is contingent on the fighter's Action mode; weapons, armour, shields and special items each

have modifiers that can influence the Success Level of a roll of the dice.

Example: *a Hybrid has Fused Weapons that give it a +2 modifier in Offensive Combat. Without taking into account any modifiers, the Hybrid's* ***SL*** *in Offensive Combat mode is equal to its Natural Value (3). If we add this to its weapon's modifier (+2) its* ***SL*** *improves to 5, 3+2=****SL 5****.*

Note: if a fighter has more than one piece of Equipment that provides an effect or modifier in the same Action mode, only one of them can be applied per game round, unless specifically stated otherwise.

APTITUDES
Some fighters are endowed with special powers or hereditary gifts called *Aptitudes*. The descriptions of their effects on the game are described starting on page 24 of this book.

Some Aptitudes have different levels of effectiveness or range. When the description of an Aptitude in the rulebook indicates an **X** preceded by a "/", this is replaced by a number on the Reference Profile card.

Example: *a Hybrid has the Mutation /1 Aptitude.*

CARD BACKS
The italicized text on each card back tells part of the story of the secret war between the Griffins and the Scorpions. and all of their allies.

Some of the fighters available are not Griffins or Scorpions, but in fact they are allied to one side or the other. The basic green or blue color of the card will indicate which side they will fight for. Some of these fighters have specific rules or limitations on their use, if so their recruiting limitations will be detailed.

New fighters are added to *Hybrid* each year. As fighters are added new and unique Aptitudes are introduced and explained. Special rules for fighters beyond Aptitudes may also be presented for inclusion.

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 3

GENERAL RULES

THE DIE ROLLS
All die rolls in *Hybrid* require the use of one or more d10. There are two types of die rolls: Natural Rolls and Fixed Rolls. Both have a Success Level (or target number), but their criteria are very different.

MAKING A NATURAL ROLL
In its simplest form, a *Natural Roll* is a test where a d10 score equal to or lower than the relevant fighter's **NV** is a success.

Many modifiers can affect a Natural Roll – positively or negatively. The total sum of the fighter's **NV** and all of the applicable modifiers determine the **SL** of the die roll.

Calculating the Success Level: The correct formula for the Success Level of a Natural Roll is: Natural Value – the fighter's current number of wounds + all modifiers = Success Level.

NV - (1/wounds) + (all +/- modifiers) = SL

Example: *a Seneschal with two wounds in Basic Firing mode* ***(F/1)*** *wants to attack a Hybrid: A* ***NV*** *of* ***4 – 2*** *(wounds)* ***+1*** *(Combined Weapon, Firing /+1) =* ***a SL of 3 or less on a d10****.*

MAKING A FIXED ROLL

A Fixed Roll is any test with a designated **SL** or a test that specifically prohibits modifiers. Simply roll a d10 and score equal or less than the specified **SL**.

Example: *the Combined Attack Aptitude 2nd attack cannot be modified by Action cards or game effects. The* ***SL*** *in this example is the fighter's starting* ***NV*** *regardless of any wounds or modifiers.*

PERFECT SUCCESS & CRITICAL FAILURE

A *Perfect Success* is achieved by rolling a 1 with a d10. The test is an automatic success illustrating that even an injured fighter can perform a last act of prowess in the most desperate of situations.

Note: A lucky or well-placed blow that comes at just the right time can cause serious damage. A Perfect Success during base-to-base combat or when Firing always inflicts an additional wound on an enemy fighter unless specifically stated otherwise.

Example: *a fighter using the Basic Firing Level of Mastery (****F/1****) rolls a 1 on a Natural Roll. The wounded target loses not 1 but 2* ***NV*** *points!*

A *Critical Failure* occurs when a d10 roll results in a 10. This has the opposite effect of a Perfect Success and represents bad luck or clumsiness. The test ends in hopeless failure, regardless of any modifiers that might come into play.

Example: *a fighter with a* ***NV*** *of 5 attempts a test with the benefit of a +5 modifier. It would seem that there shouldn't be a doubt about the test's success, but if the player rolls a 10 the result will still be a failure!*

ROLLING 2d10

Some tests require that several d10 be rolled simultaneously. When specified, the number of dice is indicated: for example, "roll 2d10" means that two d10 must be rolled. The player subsequently gets to keep the result of ONE of the dice.

THE GAME TILES

A Hybrid mission takes place on a series of connected *Tiles* of various size and shape. Each Tile is marked out in a 25 x 25mm grid, divided into individual squares. Some Tiles have walls and rooms outlined – even curved walls that make certain squares impassable. The configuration of the Tiles, the doors, and any objects are described in each mission briefing.

IMPORTANT! *The Hybrid Tiles represent the alchemical laboratories built by Dirz, the Heresiarch. They consist of rooms filled with strange instruments, linked by a maze of corridors, many of which have caved in. No notice should be taken of the graphic elements depicted on the board – they do not affect the fighters in any way. This is not the case of the various counters positioned on the board or the walls marking the boundaries between the different rooms.*

POSITIONING THE FIGHTERS

Each fighter's *position*, or facing on the mission board, is a crucial part of *Hybrid* tactics. A fighter's base has four aspects: the front, rear, left and right sides.

A fighter's position is usually obvious. However, the front facing of the base and the poses of some figurines can be confusing. If necessary, mark the front face to indicate which side of the fighter's base should be considered the front facing.

Base-to-base contact is the essential position to understand and keep track of. A fighter is in base-to-base contact with any fighter or scenery element that touches at least one full square-length of their own base. **Note:** Base-to-base contact is only orthogonal and never diagonal.

A standard base can be in base-to-base contact with up to 4 fighters or elements of scenery. A cavalry base can contact 6 elements, and a large base can potentially be in base-to-base contact with up to 8 fighters or elements of scenery.

The position of a fighter before and after movement is paramount. If a fighter's back is exposed to their enemies, this error could prove fatal! In summary:

ϖ A fighter can only attack an enemy in Offensive Combat if that enemy is in contact with their own front facing.

ϖ A fighter can defend themselves from the front facing and on both sides.

ϖ A fighter cannot interact with game elements that are behind themselves (doors, objects, other fighters).

ϖ An enemy is easier to wound if attacked from behind. **Note:** a fighter receives a +1 modifier when attacking an enemy's rear facing in Offensive Combat.

ANGLE OF VISION

A fighter's *angle of vision* is an area in front of their own front facing shaped like an inverted orthogonal pyramid that moves up and away from the fighter. The complete angle of vision for a fighter is a 90° arc

as it is indicated on the following diagram.

XXXXXXXXCXXXXXXXX
--XXXXXXXCXXXXXXX
---XXXXXXCXXXXXX
-----XXXXXCXXXXX
------XXXXCXXXX
--------XXXCXXX
---------XXCXX
----------XCX
----------**F**

Key: **F** = fighter
C= centerline
X and **C** = angle of vision

LINE OF SIGHT
A fighter can potentially see all of the scenery elements that are located within their angle of vision. However the angle of vision can be blocked by numerous obstacles. Therefore, a fighter must be able to establish a line of sight.

The *line of sight* enables the players to determine whether or not the different fighters can see each other and whether or not it is possible to shoot at an enemy. Other fighters, walls, pillars and closed doors all block a fighter's line of sight.

If a player wants to know whether a fighter can see an element of scenery; trace an imaginary straight line between the fighter and the element in question. If there are no obstacles on this line, then it can be assumed that the fighter can see it.

When a target element is potentially obscured or hidden by an intervening element, the players can also choose to rely on a "model's point of view" by looking over the shoulder of the active fighter, at table level, and agree that the target is in view or not.

The most accurate way to establish a line of sight when an element of scenery intervenes is by determining the area of a dead angle.

DEAD ANGLES
A *dead angle* is a group of squares that a fighter cannot draw a line of sight through due to an intervening element of scenery or another fighter. Sometimes it will be plainly evident that a target lies within a dead angle. Other times it can be less clear.

A dead angle created by an intervening element has: a shadow (depth), an inside edge and an outside

edge. The inside and outside edges are always inverted orthogonally (1 square forward, 1 square sideways in a 1:1 ratio) similar in profile to the angle of vision.
The only variable of a dead angle is the relative position between the fighter and the intervening element; this is the depth of the element's shadow.

Shadow depth is determined from the fighter's front facing, moving in a straight line through their angle of vision (the AoV centerline). Count the number of squares between the fighter and the intervening element including the element's square.
ϖ If the fighter is directly in front of the element add 1 square to the depth of the element's shadow.
ϖ If the fighter's centerline is immediately adjacent to the intervening element the depth of the shadow is unchanged.
ϖ If the fighter's centerline is not adjacent but off to the side, count the number of spaces between the fighter's centerline and the element, subtract this number from the depth of the element's shadow.

Once the depth of the element's shadow has been determined, apply the start of the inside edge on the square behind the element, moving up and away from the active fighter. This follows the same orientation as the fighter's angle of vision.

Using the adjusted shadow depth value, apply the start of the outside edge by the exact number of squares behind the intervening element. The outside edge also moves orthogonally, but away and then up from the fighter.

The dead angle's total area is made up of all of the spaces in between – including the inside and outside edges. No line of sight exists within this area.

Note: when a fighter is directly in front of an intervening element the inside and outside edges are parallel. They begin in the same square moving up and away from each other, exactly like the fighter's own angle of vision.

Each intervening element of scenery creates its own dead angle. All dead angles must be taken into account in order to establish a line of sight.

Example: *an element of the scenery is positioned 3 squares away from a fighter and 1 square right of the fighter's centerline. Using this method the depth of the element's shadow is 2 squares (depth of 3 – 1 adjacent square)*

XXXXXXXXCXXXXOXI X
--XXXXXXXCXXXOXI X
---XXXXXXCXXOXI X
-----XXXXXCXOXIX
------XXXXCXI I X

-------XXXCXEX
---------XXCXX
----------XCX
----------**F**

Key: **F** = fighter
X = angle of vision
C = centerline
E = element of scenery
O = outside edge
I = inside edge
X = dead angle interior

In this example the fighter can draw a line of sight to every grey space, but the line of sight is blocked to all of the red spaces by the element. However, the element of scenery itself could be a target.

If the element in this example was an obstruction, such as a Fallen Rock counter, the red spaces would all be subject to a -1 modifier when targeting them using Firing mode.

HOUSE RULE! The editor's preferred method is to use an angle of vision template. Use a piece of paper, cardstock, acetate or Perspex and mark out a 25 x 25mm grid, measuring 275 x 200mm. Cut this grid in half, starting 50mm from the right corner of a long edge, moving one square up, one square left.

Angle of Vision Template diagram

CXXXXXXXO
CXXXXXXX
CXXXXXX
CXXXXX
CXXXX
CXXX
CXX
IX

Key: **C** and **I** = range, depth and centerline
I = start of inside edge,
O = start of outside edge

You will end up with a pair of identical templates. Each one is equal to ½ of the angle of vision including the centerline. Using one of these templates you can easily and quickly determine the angle of vision, range to target, shadow depth as well as the inside and outside edges.

THE DARKNESS OF THE LABORATORIES

The Scorpions' clandestine laboratories are particularly dark. The lighting is weak at best and the torches that adorn the walls flicker and flame. This makes it impossible to see beyond 8 squares. This is also the maximum range of projectile weapons.

A fighter positioned 9 squares from the nearest enemy cannot be seen or shot at, even by an enemy fighter looking directly at them.

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 4

ACTIVATION SEQUENCE

Each game round the fighters are activated one at a time, in an alternating order planned out by the players. This is called the *Activation Sequence*.

In order to determine who goes first in a game round both players make an Activation Roll by rolling a d10. The player with the lowest score has the choice of going first or second. If a tie occurs, re-roll until a winner is determined.

The players then plan the order in which they will activate their fighters. Both players allocate an Activation counter to each fighter, starting with Activation counter #1, up to the total number of fighters they have available for that game round. So as to keep their sequence secret the counters are positioned upside down, with their numbers hidden, in any order the players wish. The aim of this is to develop a strategy that will confound their opponent.

Example: *a player places their first counter, the #4 counter face-down next to the fighter they wish to activate 4th. Their opponent has no idea which counter has been allocated, thus bluffing is possible*.

Once both sides have established their Activation Sequence and distributed their counters, the player who goes first reveals their #1 counter. This player resolves the fighter's Activation and then the opponent activates their first fighter. This alternating sequence continues until all of the fighters have been activated.

ACTIVATION

A fighter's Activation can involve several steps and incorporates many aspects of the game; however, the key components are their current **NV**, the Action mode and Movement (**Mt**).

WOUNDS

The current **NV** of a fighter must be taken into account every time they are activated. If a fighter is wounded their performance degrades immediately and it becomes more difficult for them to fight as well as move. Each wound suffered has the following constant effects on a fighter:

ϖ Their **NV** is reduced by 1 point. When this value reaches 0, the fighter is eliminated and placed off-board.

ϖ All Action mode values are reduced by 1 point each (down to a minimum of 1).
ϖ Their **Mt** value is reduced by 1 point.

If the fighter's wounds can be healed they regain 1 point in all of these values for every wound healed, up to the starting values on their Reference Profile card.

CHOOSING AN ACTION MODE
The fighter's mode is announced when they are activated. There are 4 Action modes: Offensive Combat, Defensive Combat, Firing and Maneuver. Every mode has six *Levels of Mastery*: Basic, Novice, Skilled, Expert, Master, and Heroic. As noted regarding the fifth Rank of fighters, there is rumored to be a seventh Level of Mastery…

The Levels of Mastery available to a fighter in any Action mode depend on the fighter's starting proficiency in each Action mode, their current NV, and any card effects that can be applied by either player. Levels of Mastery are covered in detail starting on page 10.

Activation Sequence FAQ
Q: If one of my fighters is killed BEFORE they are activated, is their place in the Activation Sequence "lost" or it is replaced with the next fighter in my squad?
A: When a fighter is killed before it is activated, the next fighter from the same squad takes their place in the order of Activation.

Q: If I have 4 fighters, do I have to use counters 1 to 4, or I can choose between counters 1 to 10? For example: If I want absolutely to be the last, then I want to put counters 7, 8, 9 and 10 to be sure that my opponent is the first to activate his troops...
A: The ability to choose which side takes the first Activation is decided at the beginning of each round (Activation Roll). From that point each side alternates Activations until every fighter has been activated. You may not pass on any Activation and taking higher number counters will have no effect because each side organizes its Activations independently each round beginning with Activation counter #1, up to the total number of fighters you have at the start of the round.

MOVEMENT
Independent of the Action mode chosen, the controlling player has the option to move each fighter. The maximum distance in squares the fighter can cover depends on the fighter's starting **Mt** value, their current **NV** and the route they are attempting to cover.

For the majority of situations, a fighter is free to move around the mission board up to the maximum of their current Mt value. Fighters can even leave base-to-base contact without negative effects; however, there are additional point costs for certain moves and some forbidden movements.

Normal Movement: when moving forward in a straight line, each open or clear square costs 1 **Mt** point

to enter.

Diagonal Movement: a fighter can move forward diagonally without penalty unless they are moving:
ϖ through a single-width door
ϖ around a corner, a pillar, a large-width door frame, or fallen rock
ϖ past one or more enemy fighters.
For every square a fighter moves diagonally past one of these elements cost 1 additional **Mt** point.

Example: *a fighter can move forward diagonally past a corner or a pillar for 1 additional **Mt** point, but could not attempt to pass between two elements of scenery that are diagonal to one another*.

Quarter-Turn: the first quarter-turn made by a fighter during their movement is free. All subsequent quarter-turns cost 1 **Mt** point each.

Half-Turn: each half-turn always costs 1 **Mt** point.

Moving Sideways: moving sideways, or sidestepping, costs 1 additional **Mt** point per square.

Retreat: moving a fighter backwards, without changing facing, or retreating in good order, costs 1 additional **Mt** point per square.

SCENERY ELEMENT MODIFIERS
Scenery elements can slow a fighter's progress during movement, theses are most common:

Moving Through Friendly Fighters: a fighter can move through one or more friendly fighter with no additional movement costs. However, when determining the path of the active fighter, the following circumstances prohibit moving through a friendly fighter:
ϖ if the active fighter begins, enters into or ends their move in base-to-base contact with an enemy, and
ϖ If a friendly fighter is in base-to-base contact with an enemy.
If one or both of these circumstances apply to a friendly fighter along the active fighter's path, that friendly fighter is considered impassable.

Entering and Leaving a Laboratory: on certain missions the protagonists start outside the laboratory and can only enter via a square designated as an entry by the placement of an Access counter.
ϖ When entering a laboratory, placing a fighter on the Access counter costs 1 **Mt** point.
ϖ When leaving a laboratory, moving onto an Access counter costs 1 additional **Mt** point. Once the fighter moves onto the Access counter, they are immediately removed from the game.

Opening and Closing Doors: a fighter can open or close a door if they are touching with their front or side facings.

ϖ regardless of the door size, the cost to open or close a door is 1 additional **Mt** point
ϖ A fighter can open and close a door in the same Activation if the door is touching their front or side facings each time.
Each time a door is opened or closed use an appropriate counterϖ (passage or door, respectively) to indicate its current status.
A fighter cannot open or close a door that has been destroyed, blocked or sealed unless specifically stated otherwise.

Scaling Fallen Rock: moving through a square with fallen rock costs 1 additional **Mt** point per square.

Jumping Over a Trapdoor: closed trapdoors are moved over as if they were open squares. A single-width open trapdoor square can be jumped over for:
ϖ a cost of 1 additional **Mt** point, and
ϖ a successful Natural Roll. If the roll is failed the fighter falls in the trap and suffers 1 wound. **Note:** a fighter cannot attempt to jump over a trapdoor that is 2 squares wide.
Any fighter standing on a closed trapdoor that opens or if they are forced to move over an open trapdoor fall in and suffer 1 wound. Falling into a trapdoor ends a fighter's movement.

Example: *an Aberration pushes a Purifier using its Brutish Strength/2 Aptitude. The Purifier must be able to fall back two squares or suffer a wound for each square he cannot fall back. Alas, the square behind him is an open trapdoor. He falls back one square into the trapdoor. He suffers a wound for falling into the trapdoor and a second wound for being unable to fall back a second square.*

HOUSE RULE! An open trapdoor with a fighter inside will not close. Climbing out of an open trap on the fighter's next Activation costs 1 additional **Mt** point.

RANDOM MOVEMENT
When random movement of a fighter or element of scenery is required the player who won the Activation Roll rolls a d10;

1 – 2 move up
3 – 4 move right
5 – 6 move down
7 – 8 move left
9 – 10 no move

The orientation of this movement matches that of the mission diagram. All moves are 1 square in the direction indicated unless specifically stated otherwise. Additionally if the movement is blocked by an impassable element the movement is not performed.

FORBIDDEN MOVEMENTS

Despite freedom of movement, there are still some areas that are inaccessible and positioning that is not allowed:
ϖ A fighter cannot end a move on the same square as another fighter or a Fallen Rock counter.
A fighter cannot pass through walls, closed doors, pillars or anyϖ mission specific scenery elements that are described as impassable.
ϖ A fighter cannot move forward diagonally past more than one scenery element.
No large-based fighter can fit through a single-width door.ϖ However, fighters who are in base-to-base contact with an enemy can still attack across a barrier they cannot cross.
A fighter cannot leave base-to-base contact with an enemyϖ fighter and then reinitiate base-to-base contact with the same enemy during the same Activation.
ϖ If a fighter is forced to move, any other fighters or elements of the scenery are considered impassable.

Movement FAQ
Q: If an enemy is in front of a door or a single-width opening, can I pass diagonally through that door? For Example:
_A_
X
My fighter is **X**, can it pass through the door and past the enemy **A**?
A: No, with one possible exception, a combatant cannot pass a solid obstacle such as a wall or door opening and an enemy at the same time. However, in this example, if the active fighter declared a Novice Maneuver (**Mv/2**), the fighter could ignore any enemy that is not; a Titan, or is not in Defensive Combat mode. Regardless, the normal penalty of -1 movement for moving diagonally past an element of scenery would still apply.

Q: The highlighted rule on page 16: "…a warrior cannot leave an opponent just to return into base-to-base contact with him on another square in one Movement." What does it mean?
A: This is a means of preventing circumstances where fighters break contact only to reinitiate contact and possibly trigger a game effect (such as an Event or objective) or gain advantageous positioning in an overly elaborate manner and thus detract from the game play.

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 5

ACTION MODES
The controlling player activates a fighter and chooses an Action mode to attack, defend, shoot or maneuver in order to contribute to their faction's success in each mission.

LEVELS OF MASTERY
After choosing one of the 4 Action modes; Offensive Combat, Defensive Combat, Firing and Maneuver, the player must declare their fighter's Level of Mastery. There are six Levels of Mastery in each mode.

As noted earlier in the Activation Sequence, several modifiers can affect the Levels of Mastery available to a fighter throughout a mission. In any Action mode the potential Level of Mastery available to a

fighter is effected by:
ϖ The initial value printed on the fighter's Reference Profile card
ϖ The current number of wounds; each wound subtracts 1 from the initial value
ϖ Any Action card modifiers used to enhance or Hinder the fighter
ϖ Any Events or mission conditions that specifically affect the Level of Mastery

If the fighter has an initial value for an Action mode, the applicable modifiers cannot reduce their Level of Mastery below 1. The fighter can use any mode up to the maximum value they can achieve during their Activation.

Example: *a fighter with a final Offensive Combat value of 4 can choose a Level of Mastery from 1 to 4.*

OFFENSIVE COMBAT (OC)
Offensive Combat mode is the primary means of wounding and eliminating enemies in *Hybrid*.

When using **OC** mode, a fighter can move, and must position their front facing in base-to-base contact with an enemy fighter. A large-based fighter can only attack one fighter even if they are facing two enemies.

Instead of moving, a fighter in **OC** mode can attack any enemy fighter they are in base-to-base contact with. Simply turn the fighter to face the enemy they wish to attack.

A +1 modifier is added to the Natural Roll if the fighter is in base-to-base contact with an enemy's rear facing (**OC** only).

Basic Strike (OC/1): The Basic Strike enables a fighter to attack an enemy in base-to-base contact with their own front facing.

Novice Strike (OC/2): This Level of Mastery enables a fighter to ignore one wound when determining the **SL** before attacking an enemy.

Skilled Strike (OC/3): If a fighter succeeds in wounding their target using a Skilled Strike, a second attack can be attempted. No Action Card effects from the first attack can be applied and no further Action cards can be played, however, all other modifiers are taken into account when determining the **SL**.

Expert Strike (OC/4): This Level of Mastery enables a fighter to match the finest duelists. The fighter gains a +2 modifier on their attack.

Master Strike (OC/5): The Master Strike enables a fighter to roll 2d10 when making an attack. Only one die result counts towards the test.

Heroic Strike (OC/6): The fighter uses a penultimate combat technique or a deadly concealed weapon. If the attack is successful, two wounds are inflicted. If a Perfect Success is rolled the target suffers 3 wounds.

DEFENSIVE COMBAT (DC)

Defensive Combat is the only mode that enables a fighter to avoid injury. It consists of complex parries, sidesteps and unexpected counter-attacks. Defensive Combat can be a very useful means of delaying an enemy until help arrives, protecting an entrance or crossing a combat zone safely…

After the fighter's movement is complete and the final DC value of the fighter has been determined, place a Defensive Combat counter next to the fighter.

Note: A fighter's **SL**, while they are in **DC** mode, can only be affected by Action cards during their Activation, and any Action card modifiers only last through the fighter's first parry.

Each time a fighter in **DC** mode is targeted by an attack they can choose any Level of Mastery up to their current **DC** value. In response to a successful attack, a Natural Roll by the defending (opposing) player, equal to or less than the **SL** will prevent that attack from wounding the fighter unless specifically stated otherwise.

Example: *A fighter in DC mode cannot parry a Combined Attack Aptitude 2nd attack.*

A fighter in Defensive Combat mode has the following abilities regardless of the Level of Mastery:
ϖ The fighter's defense is active from the front facing and both sides, however;
o A fighter cannot defend an attack to their rear facing.
ϖ A fighter remains in **DC** mode unless they:
o fail their Natural Roll,
o suffers a wound, or
o in their next Activation they choose another Action mode.
The fighter immediately loses their **DC** status if any of the above conditions apply.

If a fighter loses their **DC** status before their Activation during the game round, they can be activated as normal.

Only the active fighter can employ several Action cards during the resolution of an attack. For their part, the opposing player with the fighter in Defensive Combat mode can only use one Action card as a Hindrance.

Most of the Defensive Combat Levels of Mastery can only block attacks during base-to-base contact, however, Basic and Heroic Parry (**DC/1** and **DC/6**) can be used against long-range projectile weapon attacks in addition to base-to-base contact.

Basic Parry (DC/1): a Basic Parry enables a fighter to block any attack. The Basic Parry can also be used to evade long-range attacks from projectile weapons.

Novice Parry (DC/2): the enemy suffers a wound if they roll a Critical Failure or if the defending player rolls a Perfect Success when using the Novice Parry. The Novice Parry can only be used when attacked during base-to-base contact.

Skilled Parry (DC/3): a fighter who blocks an attack with a Skilled Parry can immediately attempt a Basic Strike as if they were in Offensive Combat mode. This represents an audacious counter-attack. No Action cards can be used to increase the chances of success of such a counter-attack. The Skilled Parry can only be used when attacked during base-to-base contact.

Expert Parry (DC/4): few things can pierce the invisible barrier formed by the Expert Parry. A fighter engaged in this Level of Mastery makes a Natural Roll with a +2 modifier. The Expert Parry can only be used when attacked during base-to-base contact.

Master Parry (DC/5): this Level of Mastery enables a fighter to roll 2d10 when attempting to block an attack. Only one die result counts towards the test. The Master Parry can only be used when attacked during base-to-base contact.

Heroic Parry (DC/6): the fighter who engages this Level of Mastery can attempt to avoid any attacks against themselves during the round even if they fail a **DC** Natural Roll or suffer a wound. The fighter can remains in Heroic Parry indefinitely or until another mode is chosen during their Activation. **Note:** Heroic Parry overrides two of the three criteria for loss of **DC** status.

FIRING (F)

Being able to kill from a distance is a rare and valuable talent in *Hybrid* because it enables a single fighter to police a wide area. The number of potential targets depends on the fighter's angle of vision and line of sight.

As stated previously, a fighter's angle of vision starts at their front facing, moving outward through 90°. A fighter's line of sight mirrors the angle of vision, but has a range of 8 squares and is obstructed or blocked by intervening elements of scenery and other fighters.

It is possible to target at another fighter, the ground or an element of scenery.

In order to fire at a target, the fighter must be located within range and in view of the target. All fighters and most elements of scenery block the line of sight making it impossible to target anything behind them.

There are two standard line of sight modifiers that are always in effect when using Firing mode:
if there are intervening Fallen Rock counters between the targetϖ and the attacker, there is a -1

modifier for each obstructed square along the line of sight, and
ϖ if the target is a large-based fighter there is a +1 modifier.

Example: *A Purifier (**NV 3**) with 1 wound **(-1**) fires his consecrated pistols **(+2 Firing**) at an Aberration **(+1 large-base**). Three squares covered in fallen rocks **(-3 obstructed**) lie between the Purifier and his target. Without any other modifiers, including Action cards or Aptitudes, the **SL** for the Purifier's Natural Roll is 2 or less on a d10. If the Purifier rolls a Perfect Success the Aberration will suffer two wounds.*

Furthermore, unless the Aberration was already in Defensive Combat and chose Basic or Heroic Parry (**DC/1** or **DC/6**) any wound(s) could not be prevented.

With the lone exception of Novice Firing (**F/2**) none of the other Firing Levels of Mastery allow a fighter to shoot at an enemy if they are in base-to-base contact with any enemy fighters. In order to use all other Firing Levels of Mastery, there must be at least one square separating the target and any other enemy fighters from the active fighter.

Basic Firing (F/1): Basic Firing enables a fighter to fire a projectile weapon at an enemy. A fighter cannot use Basic Firing if they are in base-to-base contact with an enemy.

Novice Firing (F/2): Novice Firing enables a fighter to fire in all directions, even at enemy fighters in base-to-base contact, however, the target must still be within the fighter's 360* line of sight.

Skilled Firing (F/3): a fighter can only use Skilled Firing when no enemies are located in their line of sight or in base-to-base contact. After completing any movement, the fighter automatically adopts an ambush position. Place a Skilled Firing counter near the fighter.

Each Skilled Firing counter bears a number so that it is always clear which fighter takes precedence. As soon as an enemy enters the line of sight of several friendly fighters in Skilled Firing, they fire in turn beginning with the lowest numbered counter.

This sequence of Skilled Firing interrupts the Activation Sequence until all applicable Skilled Firing has been completed. This interruption can occur several times during the Activation Sequence.

A fighter in Skilled Firing must fire at the first enemy that crosses their line of sight. Make a Natural Roll when this happens. Any Action card effects applied when the fighter entered Skilled Firing apply only to this first shot:
ϖ If this fighter eliminates the enemy with this attack, the fighter remains in Skilled Firing mode.
o This fighter can then fire a second time if the opportunity arises during the round. Any other friendly fighters in Skilled Firing are not activated.
ϖ If the fighter fails to eliminate the enemy, the next friendly fighter in Skilled Firing must shoot if possible.

The fighter keeps their Skilled Firing Status between rounds if no enemies come within range, or if the only enemy is eliminated with a single shot.

Once in Skilled Firing, a fighter can maintain this status until:
ϖ The fighter fails their Natural Roll
ϖ This fighter shoots twice in the same game round
ϖ another Action mode or Level of Mastery is chosen during their Activation
ϖ This fighter moves for any reason
ϖ This fighter suffers a wound, or
ϖ an enemy ends their move in line of sight or base-to-base contact with this fighter.

If a fighter loses their Skilled Firing status before their Activation during the game round, they can be activated as normal.

During the resolution of Skilled Firing, only the targeted (active) fighter can employ several Action cards. For their part, the opposing player with any fighters in Skilled Firing can only use one Action card as a Hindrance.

Expert Firing (F/4): this Level of Mastery enables a fighter to shoot a target behind any single square occupied by another fighter's base – friend or foe. However, it is impossible to target a fighter positioned behind two or more squares occupied by other fighters' bases. A fighter cannot use Expert Firing if they are in base-to-base contact with an enemy.

Master Firing (F/5): this Level of Mastery enables a fighter to roll 2d10 when making the attack. Only one die result counts towards the test. A fighter cannot use Master Firing if they are in base-to-base contact with an enemy.

Heroic Firing (F/6): A talented fighter practiced in Heroic Firing can fire twice during their Activation. However, a fighter cannot use Heroic Firing if they are in base-to-base contact with an enemy.

The two shots are declared and resolved at the same time. If any Action cards are played, each card must be specifically assigned to each shot as the player wishes. The opposing player can still play only one Action card, and only against one of the shots.

Lastly, the two shots do not have to be against the same target, but both shots require a line of sight.

MANEUVER (Mv)
The Maneuver mode is entirely independent of a fighter's **Mt** value. The Maneuver mode enables fighters to execute dexterous or agile feats: running, sliding, brutal charges and furtive movements, all of which make this a highly strategic mode. The judicious use of **Mv** mode can often be the difference in

the outcome of a mission.

This mode must be announced when a fighter is activated and the Level of Mastery must be established before the fighter is moved.

Regardless of the Level of Mastery, opening and closing doors does not cost additional **Mt** points for a fighter in Maneuver mode.

Basic Maneuver (Mv/1): this Level of Mastery enables a fighter to move around more quickly than usual. A fighter making a Basic Maneuver gains **+2 Mt** points.

Novice Maneuver (Mv/2): this Level of Mastery enables a fighter to run straight through their enemies. The fighter is able to pass through a square occupied by an enemy. However, the Novice Maneuver is ineffective when used against an enemy in Defensive Combat, and the rules for Moving through Friendly Fighters are still in effect.

Skilled Maneuver (Mv/3): this Level of Mastery enables a fighter to impede an enemy's movements before they can respond.

A fighter in Skilled Maneuver, who has traveled at least one square before coming into base-to-base contact with an enemy, stops this enemy from using their **Mt** value and the **Mv** mode until the end of the round.

The targeted fighter is unable to move, but they are still activated and may choose any other Action mode. A Skilled Maneuver counter is placed next to the target of this effect. Remove this counter at the end of the round.

Expert Maneuver (Mv/4): the Expert Maneuver is a devastating charge! Similar to the Skilled Maneuver, this Level of Mastery not only enables a fighter to impede their enemy's movements, but sews doubt and uncertainty into their every response.

In addition to the criteria for making a Skilled Maneuver, the target of the Expert Maneuver must be in the active fighter's line of sight when the use of this Level of Mastery is announced.

Its effects are that same as the Skilled Maneuver as well as this additional effect:
ϖ The target fighter suffers from a -2 modifier on all their Natural Rolls.
Place an Expert Maneuver counter next to the target of this effect. Remove this counter at the end of the round.

Master Maneuver (Mv/5): stealth can enable a fighter to avoid many senseless combats…a fighter using this Level of Mastery moves around rapidly and in complete silence.

This Level of Mastery confers a -2 modifier on any enemy Natural Rolls that target this fighter in Offensive Combat and Firing modes.

Heroic Maneuver (Mv/6): this Level of Mastery enables a fighter to move around as if they were being chased by the hounds of hell. At the end of the round, if this fighter is not blocked by enemies, or hampered by a Skilled or Expert Maneuver, they can use an additional number of Mt points equal to their current **NV**.

HOUSE RULE! In Heroic Maneuver use the fighter's unmodified **NV** value to move at the end of the round.

Action Modes FAQ

Offensive Combat Mode
Q: Are fighters touching diagonally considered to be in base-to-base contact, thus allowing them to attack each other?
A: No to both questions, fighters are only considered to be in base-to-base contact if one of the fighters base's entire facing is in contact with another fighter's base. Furthermore, a fighter can only attack another fighter that is in base-to-base contact with its own front facing. In order to be more explicit, here an example:
X
OA
X
Here A can only strike **O**, which is in base-to-base provided that **A's** front facing is in contact with **O**. Both **X's** are not in base-to-base contact with **A**.

Note: The wording of this answer accounts for fighters with different size bases. Specifically large bases and cavalry bases can be in contact with more than one fighter along the same facing.

Firing Mode
Q: It seems to me that I can only declare Skilled Firing if the active fighter does not have any enemy fighters in his line of sight, but if the active fighter has an enemy in his line of sight at the start of his Activation, and then moves away so that at the end of his movement he is out of line of sight, can I then declare Skilled Firing?
A: Yes, with the exception of Maneuver mode each fighter's Mastery level is declared after the active fighter has moved.

Q: Can a fighter shoot through his troops in any Mastery Level other than Expert Firing?
A: No, only Expert Firing allows a fighter to target another fighter when there are <u>any</u> intervening fighters along the LOS.

Q: When targeting a cavalry-based or large-based fighters in Firing mode, how much of the target base

has to be within my fighter's LOS in order to get the +1 modifier?
A: Clarification: fighters noted as Titans on their Reference Profile card and figurines mounted on a large base **always** gives a fighter in Firing mode a +1 modifier. Cavalry-based figurines that are not Titans do not confer a +1 modifier, but as long as you have an unobstructed line of sight to one square the target cavalry or large-based figurine occupies there is no -1 modifier for obstructing terrain.

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 6

CARDS
Hybrid features several categories of cards that are used in each mission. This book outlines the order of play and the general rules while the cards are more specific or actually conflict with the general rules. If a conflict occurs the card text takes precedence over the general rules. In brief, the card types are as follows:
ϖ **Action Cards:** are typically used to affect a fighter's Activation.
ϖ **Event Cards:** are used to influence the mission environment and affect fighters.
ϖ **Army Event Cards:** are faction specific Event cards.
ϖ **Army Material Cards:** are also faction based, but they are pieces of Equipment assigned to specific fighters, typically before the start of the mission.
ϖ **Aura Cards:** are special enhancements reserved for Griffin fighters with this Aptitude.
ϖ **Mutation Cards:** are special enhancements reserved for Scorpion fighters with this Aptitude.

Of these six types, the Army Material cards, included with the *Nemesis* expansion share a common card back with the Event cards. The rest of the card types have a unique card back.

Before play, all of the various cards should be separated into individual decks. The Army Material cards are kept apart from the Event cards unless specifically stated otherwise.

IMPORTANT! *The terms discard and removed are precise when using each card type. Discards may be brought back into play, but removed cards cannot. Occasionally the term "withdraw" is used in the card text. All "withdraw" instructions are considered to be removed from the game instructions.*

ACTION CARDS
On each of the 28 Action cards there are point values numbered from 0 to 4, including three cards with a value of X. The three X cards are from the Nemesis expansion and each of them has a unique blend of Action value and strategic effect. All of the Action cards have instructions for its use and italicized text that unfold more about the adventures within the Heresiarch's domain.

Action cards can be used for several purposes by both players during a game round. Most of the Action cards have alternative strategic effects that must be considered before playing them. Some Action cards only have a point value and an instruction to remove them once used.

Regardless of how they are used, once played all Action cards are discarded or removed as instructed on

the card itself.

IMPORTANT! *The effects and modifiers afforded by an Action card cannot, under any circumstances be used during any Fixed Roll or any Natural Roll required as part of an Aptitude, Equipment, an Event, Army Event, Material, Aura, or Mutation card effect .*

DISTRIBUTION

Before the game begins, shuffle the Action cards thoroughly. Both players then draw four cards. When they have reviewed their hand, both players can decide to keep or redraw their entire hand. If any player wishes to redraw, their original hand is placed on the bottom of the Action deck and they draw three new cards. The redraw cannot be rejected.

CARDS DRAWN DURING THE GAME

During a mission there is no hand limit and both players can obtain additional Action cards. A player draws an Action card and placed it in their hand each time one of their fighters is eliminated by an enemy fighter.

IMPORTANT! *Friendly fire and game effects where a player voluntarily eliminates or removes their own fighters do not allow a player to draw an Action card.*

Example: *a Pest of Flesh moves into base-to-base contact and its Sacrifice Aptitude is announced by its player to wound an enemy. Although the Pest of Flesh died, its demise was the voluntary choice of the player; therefore, that player cannot draw an Action card. Conversely, if the Pest of Flesh's Sacrifice resulted in the death of the enemy fighter, that fighter's player does draw an Action card.*

If the Action card deck is exhausted no further Action cards may be drawn.

HOUSE RULE! If the Action card deck is exhausted, reshuffle any discards into a new draw deck. During play if the Action card discards are reduced only to X value cards, or no cards remain, no further Action cards can be drawn.

ACTION POINTS

One use of Action cards is to alter a fighter's **SL** and maximum Level of Mastery temporarily to perform heroic acts or render them nearly incapable of succeeding.

If the controlling player (or player) chooses to use the Action points on the card, these will have a positive effect both on the **SL** of their Natural Roll and on the value of the chosen Action mode.

The fighter will then have access to a higher Level of Mastery in the chosen Action mode as well as having a better chance of success in their roll of the dice.

Example: *the Scorpion player decides to use an Action card for their unwounded Hybrid's Offensive*

*Combat. The value on the Action card is 2. The temporary value of the Hybrid's Offensive Combat is the sum of its initial **OC** value (4) added to the value of the Action card (2) or 4+2=6. Subsequently, the Hybrid can use the Offensive Combat mode at the sixth Level of Mastery, Heroic Strike (**OC/6**).*

*Furthermore, the clone benefits from a +2 modifier on the **SL** of its attack thanks, once again, to the bonus provided by the Action card. This is added to its current **NV** (3) and its Neural Weapons (+2 **OC**).*

*Excluding any other modifiers the Hybrid will successfully strike its target on a **SL** of 7 or less. If the Natural Roll is a Perfect Success the target will suffer 3 wounds due to the Hybrid's temporary boost to Heroic Strike.*

ACTION EFFECTS

A player who would rather use the Action effect of a card than its value simply reads the card out loud and applies the effect immediately.

ACTION MODE MODIFIERS

When a fighter accomplishes a risky, intrepid feat, the player can choose to increase the likelihood of success by using one or several of their Action cards at once. They must inform their opponent which card(s) they intend to use, or they must announce that they will not use Action cards. Once made the decision is irrevocable.

As long as the player has not made this announcement, the opponent cannot use their own Action card, or Hindrance. If the player declares the Level of Mastery without playing Action cards, or announcing their intention to do so, this counts as a decline and they cannot play any Action cards during this fighter's Activation.

When each Action card is played to assist a Natural Roll, it is played face up. The player must then decide whether they wishes to use the Action points or the Action effect linked to the card.

If a chosen Level of Mastery enables the relevant fighter to accomplish several Actions, the player must tie each card to a specific Action. It is possible to accumulate the effects of several cards during the same Action.

HINDERING THE ACTIVE FIGHTER

The declaration by the player regarding use of Action cards is fundamental when the opponent considers playing a Hindrance. A *Hindrance* allows an opponent to play one and only one Action card to negatively affect the active fighter's proficiency. As with the positive effects of an Action card, a Hindrance may use either the Action points or the Action effects.

If the Action points are used for a Hindrance, they are employed as negative modifiers to the Action mode value of the active fighter and their **SL** during the Natural Roll. However, the value of an Action mode or a **SL** cannot be reduced to a value lower than 1.

In response, the player can choose to play additional Action cards to lessen the impact of the Hindrance.

If the player decided not to use any Action cards, their opponent can still play a Hindrance. In this instance, only one Action card is played – that belonging to the opponent!

When the two players have finished playing their Action cards, total up the sum of the modifiers and any effects and apply them. Whatever the result, after rolling the die, the Action cards are discarded or removed.

ACTIVATION ROLL MODIFIERS

After the second round of play, the players can use one or more Action cards to assist them in the Activation Roll.

Beginning with the player who won the previous Activation Roll each player states whether or not they wishes to use Action cards to assist their Activation Roll. If either player decides to use any, they take turns placing a card face down on the board. The players continue to alternate "wagering" Action cards until both players decide to stop.

The cards are then revealed. Each player adds up their "wagered" Action points. They can then reduce their scores in the Activation Roll by the number of Action points they have wagered.

If the scores are tied after the roll, roll the dice again until there is a winner. The only exceptions being:
ϖ If one player has rolled a "1" (Perfect Success), in this case this player wins the test automatically.
ϖ A player who rolls a "10" (Critical Failure) loses the test automatically.
If both players roll a Perfect Success or Critical Failure simultaneously, the dice are rolled again without taking into account any wagered Action points.

When the Activation Roll has been completed, the wagered Action cards are discarded or removed as instructed.

EVENT CARDS

Each Event card has a unique title and italicized story text that reflects the effect of the card. There is no hand limit and no limit on the number of Event cards that can be played during a game round.

The Event cards supplied with the game come in four categories:
ϖ **Field Events (13 cards):** affect the mission environment or specific Tiles
ϖ **Random Events (11 cards):** alter rolls of the dice, a few cancel each other, while some cause…Random Events…
ϖ **Strategic Events (15 cards):** affect individual fighters or the Activation Sequence.
ϖ **Generic Materials (3 cards):** provide additional Equipment that can be attached to any fighter's

Reference Profile card.

A second criterion exists, one of timing; when the cards can be played during a game round:
A card bearing the name “Interruption” must be played as soon asϖ it is drawn. Once it has been used the card is discarded or removed as instructed.
ϖ A “Reserve” card can be held until an opportune moment or specific point during the Activation Sequence.
o When a player chooses to play a card that requires a target, the player must designate a specific target. Once it has been used the card is discarded or removed as instructed.
A “Constant” works in the same way as a reserve card but theϖ effects can last several rounds or the entire game. Once played, the card is placed face-up next to its target as long as its effect remain active. It is then discarded or removed as instructed.
Note: There are a few exceptions to the timing of some Events, check the card FAQ at the end of this section.

A note on rarity: with the exception of the Generic Materials, the Event cards indicate a rarity; common, rare and very rare, as of this time the rarity of an Event has no known effect on game play.

GENERIC MATERIAL CARDS
Generic Material cards are additional Equipment using the same rules and restrictions as the Equipment on the Reference Profile cards.

Material cards are added to a fighter’s Equipment listed on the Reference Profile card and a fighter may have a number of Material cards up to their Rank value. However, a fighter can only use specific items listed on the Material cards if they have an initial value in the Action mode that the card text indicates.

Example: *A Tiger of Dirz cannot use the Pistols noted on the “Firing Kit” because its Reference Profile has a value of “-“ in Firing mode, but it can still benefit from the Leather Vest due to its value of “1” in DC mode. Imagine that some enterprising technomancer has fashioned barding for it!*

Every time a fighter is able to use a piece of Equipment, the controlling player can choose to use the Equipment printed on the fighter’s Reference Profile card or any listed on a Material card. However, a fighter can only use one piece of Equipment per Action of Natural Roll.

As noted previously, the Generic Material cards are shuffled into the Event deck, while the Army Material cards are kept separate unless specifically stated otherwise.

ARMY EVENT CARDS
There are 18 Army Event cards, with 9 for each faction. Like Event cards, Army Event cards are classified according to timing and rarity, but they are all listed as Griffin or Scorpion Army Event cards and they are for use only by the appropriate faction.

At the, beginning of the game, the players shuffle the Army Event cards that are relevant to their faction. They then randomly pick two that are kept face down close at hand without looking at them until they can be drawn.

FIRST CONTACT

When “First Contact” is established with the enemy, both players draw one of their Army Event cards and apply the instructions if necessary. First Contact is made when the two fighters have established a line of sight between their combat groups or when the first attack (a long-range attack or base-to-base combat) has been resolved.

FIRST BLOOD

A player draws their second Army Event card when the first fighter has been eliminated or removed from the board by an enemy fighter. As stated earlier a fighter that is voluntarily removed does not count as a casualty.

ARMY MATERIAL CARDS

Army Material cards are like Generic Material cards. There are 10 Army Material Cards; 4 cards for the Scorpions and 6 cards for the Griffins, one of which is reserved for Garell the Redeemer. This card can be found within the Garell figurine blister along with the relevant Reference Profile card.

At the beginning of the game each player can choose to use any of their faction Army Material cards. Each card has a Rank value that is taken into account when creating a combat group. Unused cards are set aside for the rest of the mission.

IMPORTANT! *The Aura and Mutation cards were originally referred to as Equipment cards. These faction cards are not Equipment and should not be confused with the Equipment on the Reference Profile cards or Material cards.*

If card text or game effect refers to an Equipment card, that effect does not apply to an Aura or Mutation card.

AURA CARDS

There are 14 Aura cards. Like Event cards, Aura cards are classified according to timing and rarity. These cards are exclusively reserved for Griffin fighters with the Aura Aptitude.

The Venerable Ambrosius is a rare and gifted member of the Lodge of Hod. He and a few of his brethren can project Auras that can modify the environment or influence the behavior of their companions. At the beginning of the game, the Griffin player shuffles the Aura cards and draws three. Having studied them, the player discards one and keeps the other two. These are the Auras that a fighter with the Aura Aptitude, such as the Venerable Ambrosius will be able to use during the game.

With one exception, Aura of Power, Auras never affect the fighter projecting them. They cannot benefit from them personally, but the Aura has a profound influence on the fighters that fall within their area of effect.

Again with the exception of Aura of Power, which extends the range of another Aura, a fighter with the Aura Aptitude can activate a single Aura, maintain the same aura, swap Auras or even choose not to use any when they are activated. The name of the chosen Aura and its effects are revealed to the opponent. The Aura remains active until this fighter's next Activation.

The effects of an Aura are applied before this fighter's choice of Action mode and the corresponding Level of Mastery is determined.

MUTATION CARDS

There are 14 Mutation cards. Like Event cards, Mutation cards are classified according to timing and rarity. These cards are exclusively reserved for Scorpion fighters with the Mutation Aptitude.

The Mutation cards enable the Scorpion player to apply various genetic mutations, developed by the technomancers of Dirz, on their fighters. At the beginning of the game, the Scorpion player shuffles the Mutation cards and draws three at random. Having studied them, the player discards one and keeps the other two. These cards describe the possible Mutations that some of the combat clones can undergo during the game.

Only a fighter with the Mutation/X Aptitude, where X is replaced by a number, can use Mutation cards. A fighter can receive as many Mutation cards as the X value.

The Scorpion player can assign a Mutation card (or cards) to a fighter with the Mutation Aptitude in any game round at the beginning of the chosen fighter's activation. A fighter with a Mutation value of 2 or more can be assigned Mutation cards in separate rounds if so desired by the player, however, the effects of a mutation card or any combination of them are not retroactive.

Once a Mutation card has been assigned, it cannot be transferred to another fighter. If this fighter eliminated or removed, the assigned Mutation card is discarded or removed respectively, however, certain effects can linger on after the death of the owner of a Mutation card. If this arises, the effects and specific rules relating to such an occurrence are listed on the Mutation card itself.

Cards FAQ and Errata

EVENT CARDS

Charnel House and Debris (Player Clarification): Although these cards have a continual presence on the board, like a Constant Event, these cards must be played when drawn as if they were Interruption Event cards.

The Pit (Player Clarification): Use an open Trapdoor counter when applying the Pit.

Luck (Player Clarification): The instructions on this card should read as follows:
"Announce the use of this card before rolling the dice for a test. Luck is on your side and increases your chance of success. Add one additional die to the roll. After reviewing the rolled dice, remove all but one die and apply the result. However, the test is failed if all the dice are Critical Failure results."

Momentary Madness (Player Errata): The instructions on the card should read as follows:
"Play this card when your opponent activates a fighter of Rank 1 or less. The fighter in question is temporarily under your control for the entire round. You must immediately choose its Action mode and carry out its Activation as if it were one of your own fighters. It can be ordered to attack, fire or use its Aptitudes upon its original allies. It cannot however be forced to attack itself."
Note: This rewording specifically allows a player to take control of a Pest of Flesh and Sacrifice it against another fighter.

Below the Belt and Head Start (Player Clarification): These cards should be played as Reserve Event cards.
!!! My query about their effect on Army Events still lingers, but I would suggest that neither card can affect an Army Event based on the wording of Head Start ("...common Event,"), since no other card that I can remember affects rarity.

Deceit (Player Clarification): The instructions at the beginning of this card should read as follows:
"This card is played when you activate one of your fighters. This fighter's immediately trades (or swaps) places with another friendly figurine if the following conditions can be met:…"

Superior Strategy (Errata): The instructions at the bottom of the card should read as follows:
"This card is played at the start of the round just before the Activation Roll, which you automatically win. This card cannot be countered in any way and is discarded after it is played."

ARMY EVENT TRIGGERS

First Contact
Q: If I have a fighter that sees an enemy, but none of the adversaries can see any of my fighters, does anyone draw for First Contact?
A: No, both sides should wait until at least one fighter from both sides can spot at least one enemy fighter. This will trigger First Contact, both sides then draw an Army Event Card

First Blood
Q: Page 26, "A player draws his second Army Event card when one of his fighters has been withdrawn from the board for the first time" Am I to infer that the Army Event cards are always picked at the same time by all the players?
A: Yes, the two players draw at the same time for Army Event cards, for both First Contact and First

Blood.

Q: Can I Sacrifice a Pest of Flesh before the First Contact to draw the Army Event Card associated with "First Blood"?
A: No to both, First Contact always occurs before First Blood, even if this happen in the same fighter Activation, furthermore and the Sacrifice Aptitude cannot trigger First Blood.

ARMY EVENT CARDS

The Clones' Fury (Player Errata): The 2nd paragraph of the instructions should read as follows:
"Furthermore, every affected clone in Offensive Combat mode is given the chance to re-roll their dice until the end of the round. This is only applicable if the first roll did not result in a Critical Failure."

Corporeal Instability (Player Errata): The instructions at the bottom of the card should read as follows:
"Should it succeed, its force will be multiplied tenfold and it will benefit from a +2 modifier in Offensive and Defensive Combat. These modifiers automatically replace the Equipment noted on the fighter's reference card."

Infectious Spores (Player Clarification): An affected fighter can only use **Mt** (when activated) and Aptitudes that do not require an Action mode.
Additionally, all Event cards affecting this fighter are discarded. (Does this include Army Event cards as well?)

AURA CARDS

(Player Clarification): None of the cards which refer to Venerable Ambrosius are specifically reserved for him; any fighter with the Aura Aptitude can use any of the Aura cards.

Aura of Rebirth (Player Clarification): A revived fighter can only use **Mt** (when activated) and Equipment, Aptitudes, Events and Army Events that do not require an Action mode.
Regardless, this fighter retains all cards attached to or affecting them.

Aura of Renunciation (Errata): Replace the third sentence with the following:
"Should they fail, they will be immediately moved outside the affected zone, to an adjacent square of your choice."
Additionally, the timing on this card allows it to be played during the activation of the Aura user or at the end of the round.

Aura of Vengeance (Errata): Replace the third sentence with the following:
"Any friendly fighter, wishing to attack an enemy fighter that is located within the Aura, benefits from a +1 modifier in the Offensive Combat mode."

MUTATION CARDS

Biomechanical Shell (Errata): Replace the second sentence with the following:
"Once per game and until the end of the round, at the moment of their activation, a figure equipped with a biomechanical shell can use it for their complete protection."

Muscular Hypertrophy (Errata): Replace the second sentence with the following:
"They benefits from a +1 modifier to their Offensive Combat value and a +1 modifier on all Natural Rolls related to the **OC** mode."

Purulent Excrescence (Player Clarification): The text should be interpreted as follows:
“This Mutation can be played at any time, even before the Activation of an enemy fighter, and remains active until the end of the game. The affected fighter's skin is covered with purulent excrescences filled with a revolting liquid that immediately causes a Wound to the chosen fighter when this Mutation is applied.
If an enemy in Offensive Combat wounds this fighter, the purulent excrescences burst spraying the attacker with the liquid. The attacker must make a Natural Roll or they suffer a wound. Furthermore, if this fighter loses their last NV point after any attack in base-to-base combat, their attacker automatically suffers a Wound. Regardless, each fighter sprayed with Purulent Excrescence cannot lose more than one NV point due to this Mutation’s effect in a single game.”

Steel Tendons (Errata): Replace the first sentence with the following:
"Only a figure with a Natural Value of 3 or more can posses this mutation."

Last edited by epilgrim on Wed May 23, 2007 11:20 pm; edited 1 time in total

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 7

APTITUDES
Aptitudes represent the various fighters’ special capabilities. An Aptitude is either a learned ability or an innate talent that, while it might vary in aspect from one fighter to the next, always manifests itself in the same way in the game.

Some Aptitudes are passive (always active) while others have a timing requirement, temporary influence or limited use and need to be activated before they can be used. These are “optional” Aptitudes. In this case, the controlling player announces which optional Aptitude the fighter will use. Once declared, an optional Aptitude cannot be withdrawn.

Some Aptitudes are followed by a “/**X**”. The **X** is replaces by a value that figures on the relevant fighter’s Reference Profile card.

As noted for cards text, Aptitudes that conflict with the general rules taken precedence.

ARMOUR-PIERCING SHOT/X – When in Firing Mode, once per round, after successfully hitting their target this fighter can fire at a second target up to **X** squares behind from their initial target. The following additional criteria apply when attempting to use this Aptitude:
ϖ If the 1st target is a Titan, OR any other fighter in **DC** mode facing the attacker, an Armour-Piercing Shot cannot be attempted.
ϖ The 2nd target must be in this fighter's angle of vision, and
ϖ The 2nd target must be further away than the 1st target.
If the above conditions can be met the following rules apply to the 2nd shot;
ϖ When making the 2nd shot, the 1st target does not obstruct the line of sight to the 2nd, and
ϖ Any Action cards used to modify the 1st shot have no effect on the 2nd shot.

AURA/X – An Aura is effective over **X** squares surrounding this fighter, and affects all of the target fighters within this area, but it does not benefit this fighter themselves unless specifically stated otherwise. **Note:**
ϖ The Aura effect is not blocked by intervening terrain.
ϖ This fighter may only use one Aura at a time and may choose to change or maintain an Aura each time they are activated.
Aura of Power is an exception in that it affects the Aura range ofϖ this fighter and can be used in conjunction with another Aura during Activation.

BRUTISH STRENGTH/X – When this fighter attacks in Offensive Combat mode and succeeds in the attack, the enemy must retreat straight back **X** squares, even if the enemy is not wounded. **Note:**
ϖ In the case of several successful attacks this effect is not cumulative.
If the enemy cannot fall back for any reason (terrain or anyϖ other fighter) the enemy suffers a wound for each square they were unable to retreat.

COMBINED ATTACK/X – Each game this fighter may make up to **X** number of extra attacks per game when in Offensive Combat mode, a maximum of one per round. **Note:**
ϖ Before rolling the **OC** attack, you must announce this Aptitude.
ϖ After resolving the initial attack, the fighter may make one additional attack.
ϖ If the enemy is killed by the original **OC** attack, this additional attack is lost.
ϖ The **SL** of a Combined Attack is a Fixed Roll equal to the fighter's starting **NV**.
ϖ An enemy in **DC** mode cannot parry a Combined Attack.

CONVICTION/X – If this fighter is within 8 squares of the squad leader (fighter with Aura, highest rank, or highest **NV**, in that order), they benefits from a **+X** modifier to all of their **SL** when in Offensive and Defensive Combat mode. **Note:**
ϖ If the squad leader is eliminated all Conviction modifiers are immediately cancelled.
ϖ Like an Aura this Aptitude is not affected by intervening terrain.

DORSAL PROTECTION/X – This Aptitude cancels the +1 modifier for being attacked from behind in Offensive Combat, and in addition, the attacker incurs a **–X SL** modifier if they attack this fighter from behind in base-to-base combat.

DUELIST/X – A fighter with this Aptitude obtains a Perfect Success in Offensive Combat and Firing mode on a Natural Roll of **X** or less.

EYE OF THE LYNX/X – This fighter's angle of vision and range in Firing mode is increased by **X** squares.

FELON/X – This fighter adds a **+X SL** modifier to the +1 **SL** modifier when attacking from behind in Offensive Combat mode.

FRENZY/X – This fighter is rewarded with a **+X SL** modifier for each enemy they eliminate in base-to-base combat. **Note:**
ϖ This modifier is cumulative until the end of the game, however,
ϖ it only applies to the **SL** for Offensive and Defensive Combat modes

INFILRATION/X – At the end of each round this fighter gains **X** additional **Mt** points. Note:
ϖ This fighter is considered to be in the same mode as when they were activated.
ϖ If this fighter is in Maneuver mode they may use Infiltration to open or close doors without movement penalties.
ϖ If there are multiple fighters with Infiltration their moves are resolved in the order of Activation.
A fighter loses the Infiltration Aptitude for the rest of the game asϖ soon as they enter an enemy fighter's line of sight or attempt an attack.

INVISIBLE/X – This Aptitude generates **X** counters of Disquieting Presence. The simultaneous use of these counters on the game board simulates the uncertainty that reigns as to this fighter's exact location. All of these counters except one are decoys, the last one representing the fighter's real position.

At the start of the game all Disquieting Presence counters are placed onto this fighter's location. During the game:
ϖ They move independently, but are activated and moved at the same time.
ϖ A counter's hidden side is revealed when an enemy fighter has a line of sight onto it.
If it is a decoy, then the counter is discarded. If not, then allϖ of the fighter's decoy counters are discarded and the position counter is replaced with the corresponding figurine, facing the way the player controlling it wishes.
ϖ As long as this fighter remains invisible, they ignore doors by passing through them.
ϖ An invisible fighter on a large base cannot move through a single-width door or passage.
If this fighter is not in the line of sight of any enemy fighter when activated, all of the Disquieting Presence counters replace the figurine again.

LEADER (X)/Y – When any **X** fighter is located within **Y** squares or less of this fighter, and has a line of sight onto this fighter, then **X** fighter gains a +1 **SL** modifier for Offensive Combat and Firing mode.

MUTATION/X – This fighter may be given up to **X** number of Mutation cards during the course of a game.

POSSESSED/X - when a fighter who has this Aptitude uses the **OC** mode, they ignores the modifier of **X** wounds when calculating the **SL**.

PRESTIGE/X – This fighter benefits from a **+X** modifier on their **SL** in all Action modes. **Note:** this Aptitude is lost as soon as this fighter suffers a wound.

PUNY – Puny fighters are either very small or weak. The following rules affect Puny Fighters:
ϖ This fighter cannot open doors.
ϖ Puny fighters do not suffer movement penalties when moving diagonally through doorways, past walls and other fighters.
ϖ Puny fighters can only obstruct line of sight to other Puny fighters.
ϖ Puny fighters cannot be targeted by Expert Firing if they are behind a standard or large-based fighter

REGENERATION/X – At the end of their Activation, this fighter can attempt to regenerate. Make a Fixed Roll; on a result of **X** or less this fighter heals one wound.

SACRIFICE/X – This fighter may sacrifice themselves to wound one enemy that they are in base-to-base contact with. **Note:**
ϖ To use this Aptitude this fighter must select Basic Maneuver (**Mv/1**) and end their move, or start their Activation, in base-to-base contact with an enemy.
ϖ Remove this fighter and apply **X** wounds to the enemy.
ϖ An enemy in Defensive Combat mode cannot parry a Sacrifice attack.
Sacrifice does not count as First Blood nor does it allow theϖ controlling player to draw an Action card for this fighter's death.

TITAN – This Fighter is subject to the following rules: a Titan may;
ϖ Knock down a door instead of opening it, the door may not be closed again.
ϖ Ignore fallen rock terrain, treating it as a normal square for all purposes.
ϖ Additionally, Titans;
o Always confer a +1 modifier when targeted by enemies in Firing mode; this modifier is not cumulative with the large-based fighters' modifier.
o Cannot move diagonally, but they can quarter-turn once per forward square movement for free.
o Can only use passages and doors wide enough for them to pass through.
o Prevent a fighter from using Expert Firing (**F/4**) to target a fighter behind this Titan.
o Also prevent an enemy fighter from using Novice Maneuver when attempting to move through

enemies,
♣ unless the enemy fighter is a Titan themselves.
o Cannot be affected by Skilled or Expert Maneuvers.

VELOCITY/X – This fighter;
ϖ Confers a **–X SL** modifier when being shot at,
ϖ Ignores the -1 **Mt** cost for moving through fallen rock squares, and
Ignores trapdoors as long as they do not end their movement on aϖ trapdoor or are forced onto a trapdoor by any other game effect.

Aptitudes FAQ

Brutish Force/X
Q: The Aberration strikes a Griffin fighter. The targeted Griffin should normally be pushed back two squares, but another Griffin fighter is positioned directly behind the targeted Griffin. Does the targeted Griffin move backwards through the next Griffin fighter because it is a friendly fighter or does it suffer two wounds?
A: The target fighter cannot move backwards and suffers two wounds, as if the fighter's back was against a wall.

Combined Attack/X
Q: My wounded Seneschal is in Offensive Combat mode performing a Master Strike (rolling 2d10). I want to make a Combined Attack. Do I use the Success Level conditions of the first attack (current **SL**, Master Strike, 2d10) for the Combined Attack?
A: When making a Combined Attack, the additional attack is based on rolling against the attacker's initial **NV** on a single die, without any modifiers. In this example, after resolving the Master Strike, the Success Level of the additional attack by a Seneschal (Combined Attack/3) is always a result of 4 or less on a single d10.

Frenzy/X
Q: The Aberration has inflicted three wounds on the Seneschal. Later in the same round a Pest of Flesh is sacrificed to inflict a fourth wound, killing the Seneschal. Can the Aberration claim the Frenzy modifier?
A: No, Frenzy can only be claimed if the attacker inflicts the last wound on the target fighter.

Infiltration/X
Q: My Skorize Warrior uses his Infiltration/4 in Offensive Combat mode to attack an enemy fighter from behind. He makes a Skilled Strike (**OC/3**) and for his first attack obtains a Perfect Success (2 wounds) and his second attack is a normal success (one wound). If his enemy is killed, does the Skorize Warrior lose the Infiltration Aptitude?

A: Yes, once the Skorize Warrior engages in an attack the enemy fighter profits from a "line of sight" on the Skorize Warrior. He consequently loses his Infiltration Aptitude, even if he manages to eliminate his target during this Activation.

THE GRIFFINS OF AKKYLANIE

Darkness Hunter – Darkness Hunters are specialists who use the power of Darkness in their struggle against heretics. At the beginning or the end of their Activation phase they can use one of the two following Aptitudes in addition to their Action mode, but each one only once per game.
ϖ **CIRCLE OF PROTECTION** – Scorpion fighters of rank 1 or lower can no longer get within 3 squares of the Darkness Hunter.
o This Aptitude's effect ends automatically at the end of the round.
o If a fighter is already present within the area of effect when this Aptitude's use is announced, then the circle of protection doesn't affect it.
ϖ **EXCOMMUNICATION** – the Darkness Hunter selects a fighter in his line of sight. All Griffin fighters who attack the target in Offensive Combat benefit from a **+2 SL** modifier in this mode until the end of the round.

Griffin Exorcist
ϖ **SPECIAL ATTACK** – Twice per game the Exorcist can attempt to make an additional attack against the enemy he has just wounded. To do so;
o Make a Fixed Roll with an **SL** of 7. If this test is successfully passed the Exorcist manages to inflict an additional wound on his enemy.
ϖ **NULLIFY** – At the beginning of every round the Exorcist can try to neutralize an enemy's Aptitude.
o First select an enemy fighter standing in the Exorcist's line of sight within 8 squares,
o Choose the targeted Aptitude and make a Fixed Roll with an **SL** of 7. If this test is successful, the targeted fighter can no longer use the chosen Aptitude until the end of the round.

Griffin Inquisitor - The Inquisitors are gifted with magical powers born of their faith in Merin. During their Activation phase they can use one of these two Aptitudes in addition to their Action mode, but each one only once per game.
ϖ **INCANDESCENT CHASTISEMENT** – The Inquisitor's Judgment Blade turns white with heat. Due to this, every blow made in Offensive Combat inflicts an additional Wound until the end of the Inquisitor's Activation.
ϖ **MERIN'S JUSTICE** – The Inquisitor asks Merin to judge a target that is in his line of sight. The target is lifted into the air and is struck by invisible energy.
o The inquisitor makes a Natural Roll with a **SL** of **NV +2**.
o If the test is passed, then the targeted fighter falls to the ground and his **NV** is equal to the Inquisitor's at the time when he calls on Merin's Justice.
o This Aptitude has no effect if the inquisitor's **NV** is greater than the target's when he uses this Aptitude,

or if it's equal to 0.

Griffin Minelayer

ϖ **MINECLEARER –** When this fighter ends his movement on an Event counter, the player can do one of the following:

o Announce the counter's Activation according to the usual rules.

o Look at the counter's hidden side. Whatever it is, its effects are not applied. This can be done even if it isn't the player's turn to activate an Event counter.

o Defuse a trap, the Event counter is turned over a removed from the game board, if it is a Trap or not. This can only be done when it is the player's turn to activate an Event counter, yet does not count as the Activation of an Event.

ϖ **MINELAYER/X** - At the start of the game this fighter has **X** mines available.

o Once per round he can lay a mine at the beginning or the end of his movement. However,

♣ He must be in Maneuver mode and not be in base-to-base contact with an enemy.

o Place a counter to indicate the mine's location. It must be placed in an adjacent square.

o If a fighter then moves onto the mined square or one of the adjacent squares within the same room, the mine explodes.

♣ The target must then make a Natural Roll. If they fail, then they suffer one wound.

Misericord

ϖ **JUSTICE OF FIRE** – Once per game, at the beginning or the end of her Activation, Mira can unleash a powerful wave of flames. All fighters, friend or foe, located within two squares of her must make a Natural Roll with a **SL** of **NV +2**. If it fails, then the fighter hit suffers a wound.

ϖ **MERCY OF THE VIRTOUS** – Once per game, at the beginning or the end of her Activation, Mira can call on Hauteclaire's power to treat one of her wounds. Her Natural Value improves by 1 point but cannot become greater than its initial value.

OATH OF THE CONDEMNED (SERED) – Every time Sered is wounded by an enemy fighter in Offensive Combat, Make a Natural Roll, if it is successful the enemy fighter also suffers a Wound.

CYNWALL ELVES

ADDITIONAL LIMBS (CYNWALL NOVA) – When you place this fighter in Offensive Combat, announce that this fighter is using their additional limbs to defend themselves better.

ϖ This fighter then suffers a **-1 SL** penalty to their Offensive Combat Natural Rolls.

ϖ All fighters in Offensive Combat who target this fighter suffer a **-1 SL** penalty to their own Offensive Combat Natural Rolls until this fighter's next Activation.

CONCENTRATION – Once per round you can re-roll a die roll bound to one of the four game modes for one of your fighters.

Maelyn

ϖ **HELIANTHIC MASTERPIECE** – Once per round Maelyn can enchant one piece of Equipment of another Cynwall fighter in her combat group. The bonus provided by this Equipment is increased by one point until the end of the round.

TRIHEDRON (NELPHAELL, SOIM & SYD de KAIBER) – When any active member of the Trihedron is within 8 squares of another member they benefit from the following:

ϖ Nelphaell - **+2 SL** modifier in Firing,

ϖ *Soim - Dorsal Protection/2 (suggested)*

ϖ *Syd de Kaiber – Possessed/2 (suggested)*

LIONS OF ALAHAN

The Red Lioness

ϖ **BREASTPLATE OF ALLIANCE** – An enemy who gets a Perfect Success against the Red Lioness does not inflict her with any Wounds.

ϖ **SWORD OF LLYR** – When the Red Lioness gets a Perfect Success in Offensive Combat, She automatically kills her enemy.

SACRAMENT AND DELIVERANCE (ALAHEL THE MESSENGER) – When Alahel uses his Combined Attack Aptitude, and gets a Perfect Success on this additional attack, he automatically kills his enemy.

ALCHEMISTS OF DIRZ (SCORPIONS)

TETANY (BIOPSIST) – Once per game, when he is activated, the Biopsist can select a target within his line of sight. Until the end of the round;

ϖ This targeted fighter suffers a penalty chosen by the Scorpion player on all of their Natural Rolls.

ϖ This penalty is also applied to all Natural Rolls made by the Biopsist until the end of the round.

ϖ This penalty cannot be greater than the Biopsist's current **NV**.

Dasyatis Treatments – Dasyatis clones benefit from a specific Aptitude, which can only be activated once per round and must be announced at the same time as the Dasyatis' Action mode.

ϖ **ANTIOME TREATMENT/X** – The Dasyatis clone suffers a penalty of **X** on all its Natural Rolls.

o In return it inflicts **X** additional wounds when it makes a successful attack in Offensive Combat.

o This Aptitude's effects last until the end of the round.

ϖ **ATLAS TREATMENT** – This treatment can be used when the Dasyatis clone suffers a wound.

o Make a Fixed Roll; on a result of a 1 or 2 the wound is cancelled.

o The Dasyatis can only prevent one wound per round in this way.

o If a Perfect Success is rolled or any other effect that inflicts more than one wound, this treatment cannot be used.

HEALING (CRIMSON SERVANT) – Once per round, the Crimson Servant can heal 1 wound of a fighter, Rank 1 or higher, in base-to-base contact

Neuromancer – When the Neuromancer is activated he can call on his psychic powers. To do so;
ϖ Make a Natural Roll with a **SL** of **NV +3**.
If the roll fails, no psychic powers can be used. Furthermore,ϖ the Neuromancer then remains in Defensive Combat mode until the end of the round.
If it succeeds, one of the psychic powers described below can be used only once in the round.
ϖ The area of effect for these powers is 4 squares.
ϖ The Neuromancer cannot use a psychic power on himself.
ϖ A fighter can be affected by only one of these powers per round.
o **INTIMIDATION** – This psychic power can only be used on an enemy fighter who hasn't been activated yet. The target must make a Natural Roll with a **SL** of **NV +2**. If it fails, the target cannot use the Offensive Combat mode until the end of the round.
o **PRESERVATION** – This psychic power can be used as soon as a friendly fighter within the power's area of effect is wounded. Make a Fixed Roll; on a result of 5 or less the fighter ignores this wound.
o **RAGE** – This psychic power can only be used on a fighter who hasn't been activated yet. This fighter now obtains a Perfect Success on a roll of 1 or 2 in Offensive Combat until the end of the round. Note: This effect cannot be combined with the Duelist Aptitude.

DARK WILL (VICAR OF DIRZ) – When a Vicar of Dirz is the target of successful long-range attack and he can see the attacker, he may call on this Aptitude.
ϖ Make a Natural Roll that cannot be modified by Action cards.
ϖ If the roll is successful, then the attack is considered to have missed.
ϖ If the result of this roll is a 1, the attack is sent back to the attacker who then suffers the wounds.
ϖ The Vicar can only attempt to only use this Aptitude twice per round.

SACRIFICE (CRIMSON FURY) – If a Crimson Fury is in base-to-base contact with a fighter who wounds Saisa Samaris, the Scorpion player can choose to transfer wounds to the Crimson Fury.

Sasia Samaris
ϖ **PLASMATIC SILICA** – Once per round Sasia Samaris can use the Plasmatic Silica to strengthen her body's resilience at the moment she is attacked.
o Make a Fixed Roll; on a result of 3 or less a successful attack doesn't inflict her with any wounds.
o However, Plasmatic Silica does not prevent wounds resulting from a Perfect Success.
ϖ **DORSAL BLADES (Rank 3)** – When using Offensive Combat Sasia Samaris can decide to use her Dorsal Blades. To do so she must;
o First make a Fixed Roll with a **SL** of 6.

o If this roll is a Perfect Success the attack inflicts an additional wound.
o However, if she gets a Critical Failure Sasia Samaris suffers a wound.
ϖ **CLOAK OF CRAWLING (Rank 3)** – Sasia Samaris can pass through a single-width door. However, she must still finish her movement in an open set of squares that fit a large-based fighter on the other side of the door. (forum clarification, I think.)

THE OPHIDIAN ALLIANCE
ABNEGATION/X – A fighter who has this Aptitude is willing to do anything for their masters. For the fighter to benefit from this Aptitude,
ϖ An Ophidian who doesn't have this Aptitude must be within **X** squares of them.
ϖ As long as the Ophidian remains within this area of affect, the fighter benefits from a +1 **SL** modifier in Offensive Combat and Defensive Combat.
(**Special – Ayane:** This Aptitude's range is doubled for Ayane when S'Erum is the Ophidian she benefits from.)

THE DWARVES OF TIR-NA-BOR
HARD-BOILED – When a fighter with this aptitude suffers several wounds from a single attack, the number of wounds is decreased by one.

STEAM-POWERED BLUNDERBUSS – W hen a fighter with this weapon uses the Firing mode, the player may declare, before making the Natural Roll, that he is using the blunderbuss' boiler to charge the shot. Roll a d10;
ϖ If the result is 5 or less, add the value as a bonus to the **SL**
ϖ If the result ranges from 6 – 9, resolve the shot normally
If the result is a 10, the boiler blows up. This fighter suffersϖ a Wound, the boiler cannot be used for the rest of the mission and the shot is cancelled.

Kahinir The Savage
ϖ **FUSION HAMMER** – When Kahinir perform an attack in Offensive Combat against an enemy whose **NV** is equal to 1, no Natural Roll is required, the attack is an automatic success.

ϖ **DRAGON'S BREATH** – Kahinir can spit flames like a dragon. When using Firing mode, he can perform a basic attack, but cannot shoot at a target more than 8 squares away. If the Natural Roll is a success the target suffers 2 Wounds.

Last edited by epilgrim on Tue Oct 16, 2007 10:45 am; edited 1 time in total

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 8

APTITUDES
Aptitudes represent the various fighters' special capabilities. An Aptitude is either a learned ability or an

innate talent that, while it might vary in aspect from one fighter to the next, always manifests itself in the same way in the game.

Some Aptitudes are passive (always active) while others have a timing requirement, temporary influence or limited use and need to be activated before they can be used. These are "optional" Aptitudes. In this case, the controlling player announces which optional Aptitude the fighter will use. Once declared, an optional Aptitude cannot be withdrawn.

Some Aptitudes are followed by a "/**X**". The **X** is replaces by a value that figures on the relevant fighter's Reference Profile card.

As noted for cards text, Aptitudes that conflict with the general rules taken precedence.

ARMOUR-PIERCING SHOT/X – When in Firing Mode, once per round, after successfully hitting their target this fighter can fire at a second target up to **X** squares behind from their initial target. The following additional criteria apply when attempting to use this Aptitude:
ϖ If the 1st target is a Titan, OR any other fighter in **DC** mode facing the attacker, an Armour-Piercing Shot cannot be attempted.
ϖ The 2nd target must be in this fighter's angle of vision, and
ϖ The 2nd target must be further away than the 1st target.
If the above conditions can be met the following rules apply to the 2nd shot;
ϖ When making the 2nd shot, the 1st target does not obstruct the line of sight to the 2nd, and
ϖ Any Action cards used to modify the 1st shot have no effect on the 2nd shot.

AURA/X – An Aura is effective over **X** squares surrounding this fighter, and affects all of the target fighters within this area, but it does not benefit this fighter themselves unless specifically stated otherwise. **Note:**
ϖ The Aura effect is not blocked by intervening terrain.
ϖ This fighter may only use one Aura at a time and may choose to change or maintain an Aura each time they are activated.
Aura of Power is an exception in that it affects the Aura range ofϖ this fighter and can be used in conjunction with another Aura during Activation.

BRUTISH STRENGTH/X – When this fighter attacks in Offensive Combat mode and succeeds in the attack, the enemy must retreat straight back **X** squares, even if the enemy is not wounded. **Note:**
ϖ In the case of several successful attacks this effect is not cumulative.
If the enemy cannot fall back for any reason (terrain or anyϖ other fighter) the enemy suffers a wound for each square they were unable to retreat.

COMBINED ATTACK/X – Each game this fighter may make up to **X** number of extra attacks per game when in Offensive Combat mode, a maximum of one per round. **Note:**

ϖ Before rolling the **OC** attack, you must announce this Aptitude.
ϖ After resolving the initial attack, the fighter may make one additional attack.
ϖ If the enemy is killed by the original **OC** attack, this additional attack is lost.
ϖ The **SL** of a Combined Attack is a Fixed Roll equal to the fighter's starting **NV**.
ϖ An enemy in **DC** mode cannot parry a Combined Attack.

CONVICTION/X – If this fighter is within 8 squares of the squad leader (fighter with Aura, highest rank, or highest **NV**, in that order), they benefits from a **+X** modifier to all of their **SL** when in Offensive and Defensive Combat mode. **Note:**
ϖ If the squad leader is eliminated all Conviction modifiers are immediately cancelled.
ϖ Like an Aura this Aptitude is not affected by intervening terrain.

DORSAL PROTECTION/X – This Aptitude cancels the +1 modifier for being attacked from behind in Offensive Combat, and in addition, the attacker incurs a **–X SL** modifier if they attack this fighter from behind in base-to-base combat.

DUELIST/X – A fighter with this Aptitude obtains a Perfect Success in Offensive Combat and Firing mode on a Natural Roll of **X** or less.

EYE OF THE LYNX/X – This fighter's angle of vision and range in Firing mode is increased by **X** squares.

FELON/X – This fighter adds a **+X SL** modifier to the +1 **SL** modifier when attacking from behind in Offensive Combat mode.

FRENZY/X – This fighter is rewarded with a **+X SL** modifier for each enemy they eliminate in base-to-base combat. **Note:**
ϖ This modifier is cumulative until the end of the game, however,
ϖ it only applies to the **SL** for Offensive and Defensive Combat modes

INFILRATION/X – At the end of each round this fighter gains **X** additional **Mt** points. Note:
ϖ This fighter is considered to be in the same mode as when they were activated.
ϖ If this fighter is in Maneuver mode they may use Infiltration to open or close doors without movement penalties.
ϖ If there are multiple fighters with Infiltration their moves are resolved in the order of Activation.
A fighter loses the Infiltration Aptitude for the rest of the game asϖ soon as they enter an enemy fighter's line of sight or attempt an attack.

INVISIBLE/X – This Aptitude generates **X** counters of Disquieting Presence. The simultaneous use of these counters on the game board simulates the uncertainty that reigns as to this fighter's exact location. All of these counters except one are decoys, the last one representing the fighter's real position.

At the start of the game all Disquieting Presence counters are placed onto this fighter's location. During the game:
ϖ They move independently, but are activated and moved at the same time.
ϖ A counter's hidden side is revealed when an enemy fighter has a line of sight onto it.
If it is a decoy, then the counter is discarded. If not, then allϖ of the fighter's decoy counters are discarded and the position counter is replaced with the corresponding figurine, facing the way the player controlling it wishes.
ϖ As long as this fighter remains invisible, they ignore doors by passing through them.
ϖ An invisible fighter on a large base cannot move through a single-width door or passage.
If this fighter is not in the line of sight of any enemy fighter when activated, all of the Disquieting Presence counters replace the figurine again.

LEADER (X)/Y – When any **X** fighter is located within **Y** squares or less of this fighter, and has a line of sight onto this fighter, then **X** fighter gains a +1 **SL** modifier for Offensive Combat and Firing mode.

MUTATION/X – This fighter may be given up to **X** number of Mutation cards during the course of a game.

POSSESSED/X - when a fighter who has this Aptitude uses the **OC** mode, they ignores the modifier of **X** wounds when calculating the **SL**.

PRESTIGE/X – This fighter benefits from a **+X** modifier on their **SL** in all Action modes. **Note:** this Aptitude is lost as soon as this fighter suffers a wound.

PUNY – Puny fighters are either very small or weak. The following rules affect Puny Fighters:
ϖ This fighter cannot open doors.
ϖ Puny fighters do not suffer movement penalties when moving diagonally through doorways, past walls and other fighters.
ϖ Puny fighters can only obstruct line of sight to other Puny fighters.
ϖ Puny fighters cannot be targeted by Expert Firing if they are behind a standard or large-based fighter

REGENERATION/X – At the end of their Activation, this fighter can attempt to regenerate. Make a Fixed Roll; on a result of **X** or less this fighter heals one wound.

SACRIFICE/X – This fighter may sacrifice themselves to wound one enemy that they are in base-to-base contact with. **Note:**
ϖ To use this Aptitude this fighter must select Basic Maneuver (**Mv/1**) and end their move, or start their Activation, in base-to-base contact with an enemy.
ϖ Remove this fighter and apply **X** wounds to the enemy.
ϖ An enemy in Defensive Combat mode cannot parry a Sacrifice attack.
Sacrifice does not count as First Blood nor does it allow theϖ controlling player to draw an Action card

for this fighter's death.

TITAN – This Fighter is subject to the following rules: a Titan may;
ϖ Knock down a door instead of opening it, the door may not be closed again.
ϖ Ignore fallen rock terrain, treating it as a normal square for all purposes.
ϖ Additionally, Titans;
o Always confer a +1 modifier when targeted by enemies in Firing mode; this modifier is not cumulative with the large-based fighters' modifier.
o Cannot move diagonally, but they can quarter-turn once per forward square movement for free.
o Can only use passages and doors wide enough for them to pass through.
o Prevent a fighter from using Expert Firing (**F/4**) to target a fighter behind this Titan.
o Also prevent an enemy fighter from using Novice Maneuver when attempting to move through enemies,
♣ unless the enemy fighter is a Titan themselves.
o Cannot be affected by Skilled or Expert Maneuvers.

VELOCITY/X – This fighter;
ϖ Confers a **–X SL** modifier when being shot at,
ϖ Ignores the -1 **Mt** cost for moving through fallen rock squares, and
Ignores trapdoors as long as they do not end their movement on aϖ trapdoor or are forced onto a trapdoor by any other game effect.

Aptitudes FAQ

Brutish Force/X
Q: The Aberration strikes a Griffin fighter. The targeted Griffin should normally be pushed back two squares, but another Griffin fighter is positioned directly behind the targeted Griffin. Does the targeted Griffin move backwards through the next Griffin fighter because it is a friendly fighter or does it suffer two wounds?
A: The target fighter cannot move backwards and suffers two wounds, as if the fighter's back was against a wall.

Combined Attack/X
Q: My wounded Seneschal is in Offensive Combat mode performing a Master Strike (rolling 2d10). I want to make a Combined Attack. Do I use the Success Level conditions of the first attack (current **SL**, Master Strike, 2d10) for the Combined Attack?
A: When making a Combined Attack, the additional attack is based on rolling against the attacker's initial **NV** on a single die, without any modifiers. In this example, after resolving the Master Strike, the Success Level of the additional attack by a Seneschal (Combined Attack/3) is always a result of 4 or less on a single d10.

Frenzy/X
Q: The Aberration has inflicted three wounds on the Seneschal. Later in the same round a Pest of Flesh is sacrificed to inflict a fourth wound, killing the Seneschal. Can the Aberration claim the Frenzy modifier?
A: No, Frenzy can only be claimed if the attacker inflicts the last wound on the target fighter.

Infiltration/X
Q: My Skorize Warrior uses his Infiltration/4 in Offensive Combat mode to attack an enemy fighter from behind. He makes a Skilled Strike (**OC/3**) and for his first attack obtains a Perfect Success (2 wounds) and his second attack is a normal success (one wound). If his enemy is killed, does the Skorize Warrior lose the Infiltration Aptitude?
A: Yes, once the Skorize Warrior engages in an attack the enemy fighter profits from a "line of sight" on the Skorize Warrior. He consequently loses his Infiltration Aptitude, even if he manages to eliminate his target during this Activation.

THE GRIFFINS OF AKKYLANIE

Darkness Hunter – Darkness Hunters are specialists who use the power of Darkness in their struggle against heretics. At the beginning or the end of their Activation phase they can use one of the two following Aptitudes in addition to their Action mode, but each one only once per game.
ϖ **CIRCLE OF PROTECTION** – Scorpion fighters of rank 1 or lower can no longer get within 3 squares of the Darkness Hunter.
o This Aptitude's effect ends automatically at the end of the round.
o If a fighter is already present within the area of effect when this Aptitude's use is announced, then the circle of protection doesn't affect it.
ϖ **EXCOMMUNICATION** – the Darkness Hunter selects a fighter in his line of sight. All Griffin fighters who attack the target in Offensive Combat benefit from a **+2 SL** modifier in this mode until the end of the round.

Griffin Exorcist
ϖ **SPECIAL ATTACK** – Twice per game the Exorcist can attempt to make an additional attack against the enemy he has just wounded. To do so;
o Make a Fixed Roll with an **SL** of 7. If this test is successfully passed the Exorcist manages to inflict an additional wound on his enemy.
ϖ **NULLIFY** – At the beginning of every round the Exorcist can try to neutralize an enemy's Aptitude.
o First select an enemy fighter standing in the Exorcist's line of sight within 8 squares,
o Choose the targeted Aptitude and make a Fixed Roll with an **SL** of 7. If this test is successful, the targeted fighter can no longer use the chosen Aptitude until the end of the round.

Griffin Inquisitor - The Inquisitors are gifted with magical powers born of their faith in Merin. During their Activation phase they can use one of these two Aptitudes in addition to their Action mode, but each one only once per game.

ϖ **INCANDESCENT CHASTISEMENT** – The Inquisitor's Judgment Blade turns white with heat. Due to this, every blow made in Offensive Combat inflicts an additional Wound until the end of the Inquisitor's Activation.

ϖ **MERIN'S JUSTICE** – The Inquisitor asks Merin to judge a target that is in his line of sight. The target is lifted into the air and is struck by invisible energy.

o The inquisitor makes a Natural Roll with a **SL** of **NV +2**.

o If the test is passed, then the targeted fighter falls to the ground and his **NV** is equal to the Inquisitor's at the time when he calls on Merin's Justice.

o This Aptitude has no effect if the inquisitor's **NV** is greater than the target's when he uses this Aptitude, or if it's equal to 0.

Griffin Minelayer

ϖ **MINECLEARER** – When this fighter ends his movement on an Event counter, the player can do one of the following:

o Announce the counter's Activation according to the usual rules.

o Look at the counter's hidden side. Whatever it is, its effects are not applied. This can be done even if it isn't the player's turn to activate an Event counter.

o Defuse a trap, the Event counter is turned over a removed from the game board, if it is a Trap or not. This can only be done when it is the player's turn to activate an Event counter, yet does not count as the Activation of an Event.

ϖ **MINELAYER/X** - At the start of the game this fighter has **X** mines available.

o Once per round he can lay a mine at the beginning or the end of his movement. However,

♣ He must be in Maneuver mode and not be in base-to-base contact with an enemy.

o Place a counter to indicate the mine's location. It must be placed in an adjacent square.

o If a fighter then moves onto the mined square or one of the adjacent squares within the same room, the mine explodes.

♣ The target must then make a Natural Roll. If they fail, then they suffer one wound.

Misericord

ϖ **JUSTICE OF FIRE** – Once per game, at the beginning or the end of her Activation, Mira can unleash a powerful wave of flames. All fighters, friend or foe, located within two squares of her must make a Natural Roll with a **SL** of **NV +2**. If it fails, then the fighter hit suffers a wound.

ϖ **MERCY OF THE VIRTOUS** – Once per game, at the beginning or the end of her Activation, Mira can call on Hauteclaire's power to treat one of her wounds. Her Natural Value improves by 1 point but cannot become greater than its initial value.

OATH OF THE CONDEMNED (SERED) – Every time Sered is wounded by an enemy fighter in Offensive Combat, Make a Natural Roll, if it is successful the enemy fighter also suffers a Wound.

CYNWALL ELVES

ADDITIONAL LIMBS (CYNWALL NOVA) – When you place this fighter in Offensive Combat, announce that this fighter is using their additional limbs to defend themselves better.
ϖ This fighter then suffers a **-1 SL** penalty to their Offensive Combat Natural Rolls.
ϖ All fighters in Offensive Combat who target this fighter suffer a **-1 SL** penalty to their own Offensive Combat Natural Rolls until this fighter's next Activation.

CONCENTRATION – Once per round you can re-roll a die roll bound to one of the four game modes for one of your fighters.

Maelyn
ϖ **HELIANTHIC MASTERPIECE** – Once per round Maelyn can enchant one piece of Equipment of another Cynwall fighter in her combat group. The bonus provided by this Equipment is increased by one point until the end of the round.

TRIHEDRON (NELPHAELL, SOIM & SYD de KAIBER) – When any active member of the Trihedron is within 8 squares of another member they benefit from the following:
ϖ Nelphaell - **+2 SL** modifier in Firing,
ϖ *Soim - Dorsal Protection/2 (suggested)*
ϖ *Syd de Kaiber – Possessed/2 (suggested)*

LIONS OF ALAHAN

The Red Lioness
ϖ **BREASTPLATE OF ALLIANCE** – An enemy who gets a Perfect Success against the Red Lioness does not inflict her with any Wounds.
ϖ **SWORD OF LLYR** – When the Red Lioness gets a Perfect Success in Offensive Combat, She automatically kills her enemy.

SACRAMENT AND DELIVERANCE (ALAHEL THE MESSENGER) – When Alahel uses his Combined Attack Aptitude, and gets a Perfect Success on this additional attack, he automatically kills his enemy.

ALCHEMISTS OF DIRZ (SCORPIONS)

TETANY (BIOPSIST) – Once per game, when he is activated, the Biopsist can select a target within his line of sight. Until the end of the round;

ϖ This targeted fighter suffers a penalty chosen by the Scorpion player on all of their Natural Rolls.
ϖ This penalty is also applied to all Natural Rolls made by the Biopsist until the end of the round.
ϖ This penalty cannot be greater than the Biopsist's current **NV**.

Dasyatis Treatments – Dasyatis clones benefit from a specific Aptitude, which can only be activated once per round and must be announced at the same time as the Dasyatis' Action mode.
ϖ **ANTIOME TREATMENT/X** – The Dasyatis clone suffers a penalty of **X** on all its Natural Rolls.
o In return it inflicts **X** additional wounds when it makes a successful attack in Offensive Combat.
o This Aptitude's effects last until the end of the round.
ϖ **ATLAS TREATMENT** – This treatment can be used when the Dasyatis clone suffers a wound.
o Make a Fixed Roll; on a result of a 1 or 2 the wound is cancelled.
o The Dasyatis can only prevent one wound per round in this way.
o If a Perfect Success is rolled or any other effect that inflicts more than one wound, this treatment cannot be used.

HEALING (CRIMSON SERVANT) – Once per round, the Crimson Servant can heal 1 wound of a fighter, Rank 1 or higher, in base-to-base contact

Neuromancer – When the Neuromancer is activated he can call on his psychic powers. To do so;
ϖ Make a Natural Roll with a **SL** of **NV +3**.
If the roll fails, no psychic powers can be used. Furthermore,ϖ the Neuromancer then remains in Defensive Combat mode until the end of the round.
If it succeeds, one of the psychic powers described below can be used only once in the round.
ϖ The area of effect for these powers is 4 squares.
ϖ The Neuromancer cannot use a psychic power on himself.
ϖ A fighter can be affected by only one of these powers per round.
o **INTIMIDATION** – This psychic power can only be used on an enemy fighter who hasn't been activated yet. The target must make a Natural Roll with a **SL** of **NV +2**. If it fails, the target cannot use the Offensive Combat mode until the end of the round.
o **PRESERVATION** – This psychic power can be used as soon as a friendly fighter within the power's area of effect is wounded. Make a Fixed Roll; on a result of 5 or less the fighter ignores this wound.
o **RAGE** – This psychic power can only be used on a fighter who hasn't been activated yet. This fighter now obtains a Perfect Success on a roll of 1 or 2 in Offensive Combat until the end of the round. Note: This effect cannot be combined with the Duelist Aptitude.

DARK WILL (VICAR OF DIRZ) – When a Vicar of Dirz is the target of successful long-range attack and he can see the attacker, he may call on this Aptitude.
ϖ Make a Natural Roll that cannot be modified by Action cards.
ϖ If the roll is successful, then the attack is considered to have missed.
ϖ If the result of this roll is a 1, the attack is sent back to the attacker who then suffers the wounds.
ϖ The Vicar can only attempt to only use this Aptitude twice per round.

SACRIFICE (CRIMSON FURY) – If a Crimson Fury is in base-to-base contact with a fighter who wounds Saisa Samaris, the Scorpion player can choose to transfer wounds to the Crimson Fury.

Sasia Samaris

ϖ **PLASMATIC SILICA** – Once per round Sasia Samaris can use the Plasmatic Silica to strengthen her body's resilience at the moment she is attacked.
o Make a Fixed Roll; on a result of 3 or less a successful attack doesn't inflict her with any wounds.
o However, Plasmatic Silica does not prevent wounds resulting from a Perfect Success.
ϖ **DORSAL BLADES (Rank 3)** – When using Offensive Combat Sasia Samaris can decide to use her Dorsal Blades. To do so she must;
o First make a Fixed Roll with a **SL** of 6.
o If this roll is a Perfect Success the attack inflicts an additional wound.
o However, if she gets a Critical Failure Sasia Samaris suffers a wound.
ϖ **CLOAK OF CRAWLING (Rank 3)** – Sasia Samaris can pass through a single-width door. However, she must still finish her movement in an open set of squares that fit a large-based fighter on the other side of the door. (forum clarification, I think.)

THE OPHIDIAN ALLIANCE

ABNEGATION/X – A fighter who has this Aptitude is willing to do anything for their masters. For the fighter to benefit from this Aptitude,
ϖ An Ophidian who doesn't have this Aptitude must be within **X** squares of them.
ϖ As long as the Ophidian remains within this area of affect, the fighter benefits from a +1 **SL** modifier in Offensive Combat and Defensive Combat.
(**Special – Ayane:** This Aptitude's range is doubled for Ayane when S'Erum is the Ophidian she benefits from.)

THE DWARVES OF TIR-NA-BOR

HARD-BOILED – When a fighter with this aptitude suffers several wounds from a single attack, the number of wounds is decreased by one.

STEAM-POWERED BLUNDERBUSS – W hen a fighter with this weapon uses the Firing mode, the player may declare, before making the Natural Roll, that he is using the blunderbuss' boiler to charge the shot. Roll a d10;
ϖ If the result is 5 or less, add the value as a bonus to the **SL**
ϖ If the result ranges from 6 – 9, resolve the shot normally
If the result is a 10, the boiler blows up. This fighter suffersϖ a Wound, the boiler cannot be used for the rest of the mission and the shot is cancelled.

Kahinir The Savage

ϖ **FUSION HAMMER** – When Kahinir perform an attack in Offensive Combat against an enemy whose **NV** is equal to 1, no Natural Roll is required, the attack is an automatic success.

ϖ **DRAGON'S BREATH** – Kahinir can spit flames like a dragon. When using Firing mode, he can perform a basic attack, but cannot shoot at a target more than 8 squares away. If the Natural Roll is a success the target suffers 2 Wounds.

Last edited by epilgrim on Tue Oct 16, 2007 10:45 am; edited 1 time in total

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 9

MISSIONS
The missions available to players take them on a journey across the continent of Aarklash and in to the past through the Heresiarch's abominable legacy.

With the exception of a few missions, the players are free to assemble their combat groups as they see fit. However, their choices must respect three parameters:
ϖ **The Rank Total:** the sum of the fighters' ranks must not exceed the mission limitation. **Note:** Two Rank 0 fighters count as a single Rank 1 fighter.
ϖ **The Total Number of Fighters:** In order to avoid the board from becoming overcrowded, the total number of fighters taking part in a game is limited to this number.
ϖ **Army Material Cards:** unless specifically stated otherwise each faction can use any of their Army Material cards.
o The cards chosen must be assigned to specific fighters and,
♣ each fighter can only be assigned a total Rank value of Army Material cards equal to their own value.
o The Rank value of the Army Material cards count against the Rank Total for the mission, and

Example: *A Scorpion player assembling their fighters must take into account the following parameters: rank total 8; total number of fighters 8. They choose an Aberration (Rank 3), three Hybrid (Rank 1) and four Pests of Flesh (Rank 0). The four Pests of Flesh equal 2 rank points. The rank total is therefore: 3 + (3x1) +2 = 8, with a total of 8 fighters. The parameters have been respected.*

DISARMED
When a mission special rules or game effect states that a fighter is disarmed, that fighter can no longer use the Firing mode, the player must discard that fighter's Material cards and ignore the Equipment listed on the Reference Profile card until the end of the game or until the effect ends. Additionally, any counters they may be carrying are also discarded.

OBJECTIVE ROOMS
Objective rooms create location specific effects. The effects are different depending on the faction of the fighter performing this Action. In order to attempt the triggering of an Objective room effect a fighter must be activated while they are entirely within the boundary of the room. Additionally, this

Action is declared instead of choosing an Action mode and using the fighter's **Mt**.

In order to apply the effect of any Objective room, make a Natural Roll. If successful the location and faction specific effect is applied immediately. If the roll is failed the fighter can try again in any following game round, but only if they are activated while already in the room. Lastly, no Action cards can be used to modify this test, but many of the rooms have their own modifiers.

The Armory: when a scenario is played that includes this room, do not mix the Generic Material cards in with the Event deck. Shuffle all of the Material cards and form a separate deck.

If the armory is triggered, the controlling player draws a card, if the player draws a card reserved for their opponent's faction, that card is discarded and another is drawn. If the Material card deck is exhausted, the Armory can no longer be activated.

There is no modifier to the Natural Roll and the normal rules for Material cards and Reference Profile Equipment apply.

HOUSE RULE! Material cards found in the Armory can be transferred once from one friendly fighter to another if both fighters are in base-to-base contact at the end of one of their movements. The fighter who receives the Material card can use it on their next Activation. If a fighter finds a Material card in the Armory and uses it, the card cannot be transferred.

The Gene Library: the gene library is refrigerated and holds the strains of the various clones of the Nemesis Project as well as revolting nourishment substances. There is no modifier to the Natural Roll.
ϖ **Griffin effect:** the Scorpion player discards all their Mutation cards in hand and in play.
ϖ **Scorpion effect:** the Scorpion player draws a Mutation card and places it in their hand.

The Heart of the Laboratory: this installation allowed the alchemists of the Nemesis Project to control the production of clones in the Storage Tanks remotely.
ϖ **Griffin effect:** the Heart of the Laboratory is disabled and the Scorpion player can no longer trigger its effects for the remainder of the game.
ϖ **Scorpion effect:** place a Scorpion clone of Rank 0 or 1 in any free square of the Storage Tanks Objective room. This clone is added into the Activation Sequence for the next round. Only one clone can be generated per game round.
ϖ **Natural Roll modifiers:** the Scorpion player benefits from the following modifiers:
o to generate a Rank 0 clone, +3,
o to generate a Rank 1 clone, +1.

The Omnimancer's Office: this office holds the project records and the journals of the laboratory omnimancer. A careful search lets a secret of Dirz's master plan be uncovered. There is no modifier to the Natural Roll.

ϖ **Griffin effect:** the Scorpion player must reveal their Mutation and Army Event cards.
ϖ **Scorpion effect:** the Scorpion player draws an Army Event card and plays or places it in reserve as instructed on the card.

The Storage Tanks: in this dreadful room the clones born of the heart of the laboratory's programming appear. There is no modifier to the Natural Roll.
ϖ **Griffin effect:** if the Natural Roll is successful, the Scorpion player can no longer use the Heart of the Laboratory effect as long as one Griffin fighter is occupying this room. If at any time during the game round there are no Griffins in this room the effect ends immediately.
ϖ **Scorpion effect:** A newly created clone can attempt to activate itself in the same game round, after all of the other fighters have been activated.

The Torture Chamber: this room holds cages for imprisoning captives and terrifying devices used to make them talk.
ϖ **Griffin effect:** a Griffin fighter of Rank 0 or 1, chosen by the Griffin player, is freed and joins their troops. This fighter is added into the Activation Sequence for the next round. Only one Griffin can be freed per game round.
ϖ **Natural Roll modifiers:** the Griffin player benefits from the following modifiers:
o to free a Rank 0 Griffin fighter, +3,
o to free a Rank 1 Griffin fighter, +1.
ϖ **Scorpion effect:** the Griffin player must reveal their Aura and Army Event cards.

RANDOM EVENT LOCATION
This was originally presented as an aspect of the Heresiarch's Prison mission, specifically to represent falling rocks. Random Event Location is a useful method of staging an event that is not intended to give either player an advantage.

When using a Random Event, before the first fighter is activated, the player who won the activation roll rolls a d10. Apply the result as follows:

1 – 5 Large Tile (8x8)
6 – 8 Medium Tile (4 x5)
9 – 10 Corridor Tile (straight, corner, intersection)
(if no Corridor Tiles are used apply the effect to a Medium Tile and vice versa)

The opposing player picks a matching Tile and rolls a d10, using the die roll count off each Tile on the board clockwise, moving from one consecutive Tile to the next until the number on the die is equaled.

This is the Tile the random event will occur on. The first player now rolls 2d10 (one die across, one die down) and applies the random effect as follows: in each case count out the result in squares, left to right, then top to bottom:

ϖ **Large Tile** (8 x 8) – 1, 2, 3, 4/5, 6/7, 8, 9, 10.
ϖ **Medium Tile** (4 x 5)
o short edge 1/2, 3/4/5, 6/7/8, 9/10;
o long edge 1/2, 3/4, 5/6, 7/8, 9/10.
ϖ **Straight Corridor Tile** (2 x 6)
o short edge 1 – 5, 6 – 10;
o long edge 1, 2, 3/4/5, 6/7/8, 9, 10.
ϖ **Corner Corridor Tile** (4 x 4 area) – 1/2, 3/4/5,6/7/8, 9/10
o **Note:** if this plots off the Tile, the opposing player picks an unoccupied square on this Tile and the effect is applied.
ϖ **Intersection Corridor Tile** (4 x 6 area)
o short edge 1/2, 3/4/5, 6/7/8, 9/10;
o long edge 1, 2, 3/4/5, 6/7/8, 9, 10.
o **Note:** if this plots off the Tile, the opposing player picks an unoccupied square on this Tile and the effect is applied.
The starting square for each Tile is the upper left corner as indicated on the mission diagram.

CAMPAIGN RULES
The campaign rules introduced in *Nemesis* provide a backdrop for the players to delve further into the world of Aarklash and develop new strategies within the confines of the alchemical laboratories.

A campaign is a succession of interconnected or consecutive missions bound to each other by a common scenario. The advantage of this game mode is that overall victory depends less on each mission and in fact the victory conditions could be met even if the victor loses each mission. Victory in this mode is tracked using Victory points.

The campaign rules only apply if both players decide to play the missions out in the sequence laid out in the scenario briefing. Lastly, a campaign follows the exploits of the same core group of fighters who continue together from one campaign mission to the next. For greater playability the players do not have to keep track of the exact number of fighters killed, and unless specifically stated otherwise, not even the deaths of specific fighters. Instead the campaign rules simply let the players simulate the experience gained by their troop in-between missions.

Missions presented as a part of a campaign can be played individually and conversely missions that are intended to be played individually can be combined together into a player authored campaign scenario.

HOUSE RULE! A recommended troop levy before beginning a campaign – for any campaign it is recommended choosing up to a total of 8 fighters with a maximum Rank value of 8. Unless specifically state otherwise in the scenario and mission briefings, players are free to choose any fighters within their faction and its allies.

VICTORY POINTS

Every mission in a campaign has a set of objectives for determining victory conditions. For each mission the victor is awarded three Victory points and the loser gets one Victory point. In the case of a tie, or if a winner cannot be determined, both players get two Victory points.

The campaign is played out and Victory points are awarded at the completion of each mission. At the conclusion of the campaign the player with the most Victory points is declared the winner. In the case of a tie the outcome of the campaign is a draw.

Additionally, the campaign victory conditions can offer bonus Victory points for meeting specific goals that are not based on winning each mission.

EXPERIENCE AND LOSS

At the end of each mission, except the last, both players must take account of their surviving fighters.
If the number of surviving fighters is equal to or greater than ϖ the number of fighters that started the mission (rounded down);
o identify the surviving fighter(s) with the lowest rank. If this fighter is Rank 2 or less, the controlling player can add this Rank value to their total allowance for the next mission.
ϖ If the total number is less than half of the number of fighters that started the mission (rounded down);
o the controlling player must subtract one point from the total number of fighters specified in the table for the next mission.

These effects are not cumulative from mission to mission. Any fighter excluded from a mission due to extensive losses in the previous mission does not count against the controlling player when accounting for losses in the current mission. **Note:** all fighters eliminated or removed or from the board, with the exception of those exiting the laboratory as a victory condition, count as a loss.

HOUSE RULE! In order to add more variables into the Victory point calculations; the experience Rank bonus can be exchanged for +1 Victory point. The fighter penalty can be exchanged for -1 Victory point.

VICTORY BONUS

Being victorious in a mission provides a tactical advantage and improves troop morale. To simulate this, at the end of each mission the player who is awarded the three Victory points can choose to draw and keep an additional card before the next mission begins. This card can be freely chosen from the Action, Event, Army Event, Aura and Mutation decks.

HOUSE RULE! It is recommended that this additional card be drawn after shuffling all of the decks, but before any cards are dealt to the players. As a general rule a player cannot draw a card from an opposing faction deck and faction Material cards cannot be chosen unless the Armory Objective room is featured in the next mission.

HOUSE RULE! This card can be from any of these decks regardless of faction restrictions. Any card drawn from an opponent's deck cannot be played and is subsequently removed from the game until the end of the mission.

HOUSE RULE! With the exception of The Action card deck, any card played during a mission is removed from the campaign unless the deck is exhausted. If a deck is exhausted shuffle all of cards of that type and put the deck back into play.

HOUSE RULE! Lastly, any Army Material cards selected as a part of a player's troops for a campaign do not get shuffled into the Armory Objective room deck, unless it was removed from the game before the start of the next mission. If the card is shuffled into an Armory Objective room deck the Material card cannot be reclaimed by the controlling player for the duration of the campaign unless it can be drawn from Armory Objective room deck.

Strain SI-ep/23: Viral English for Hybrid and Nemesis, Part 10

FEUDAL LEVY
This section is a resource map for things I know about and own that fall outside the Hybrid and Nemesis rules or require the ownership of various magazines and supplements.

It should be fairly obvious that Hybrid cannot be played properly without a copy of the game at your disposal, but there are so many additional things available it seemed like a good idea to list them.

Fighters
Currently (August 2007) there are 65 profiles available in English for Hybrid divided among the two factions and their allies. Players are encouraged to develop their own profiles for use by the Hybrid community.

Missions
At last count (August 2007) there are about 76 different missions available for Hybrid, many of which are conducted in the campaign mode, more are published each year.

A few questions come up from time to time, so I do my best to note them. Some errors were noted in the original published missions as well.

Deployment
As a general rule, if a fighter's deployment zone is not indicated in a mission, then use a zone of a higher

rank. If this zone is full, then the fighter is placed on an adjacent square.

Example: In the “Return to Glasinhar” mission, any rank 2 Scorpions fighters are to be deployed in the rank 3 deployment zone.

THE CARDS

In addition to the cards needed to play Hybrid, the Hybrid and Nemesis boxed sets feature 18 cards for use in Confrontation and Rag’Narok representing the miniatures included in both sets.

Additional Rackham figurine blisters, boxed sets and cards are available for use in Hybrid, check the reference section or www.Rackham.fr for the list of available fighters and cards.

Corrections

Page 10 of the Nemesis book features several layout specific diagrams to correct a number of missions from the Hybrid book. Please refer to the Nemesis book to double check your layout before playing:

- Return to Glasinhar
- The Scarlet Hive
- The Heresiarch’s Prison
- Prowlers!
- The Scorpion’s Venom
- The Heroes’ Twilight

“Mystery of the Cold Chamber” from Nemesis – the mission text makes no reference to the Trapdoor counter on the Southeast Tile. It can be played as an open Trapdoor or replaced with Fallen Rock counters.

Campaign III from Nemesis – The text regarding Trapdoors in “Cracks in the Ceiling” should be disregarded in this mission and applied in the previous mission “Death to the Carrier!”

“Hunt on the Docks” from Cry Havoc 10 – the exit point is most likely the North edge of the NE Tile. Both players should agree before selecting squads.

Strategy

Cry Havoc 3 features;

- “A Forced Passage” a Hybrid Battle Report,
- “Keep an Eye Open…” covers LOS issues.
- “You’ll Never Get Me!” covers Defensive Combat Mode.

Optional Play

CH-Gaming Aid Vol. 3 features;

ϖ Four optional mission modifications
ϖ “Against The Laboratory” now the Laboratory can fight against both sides.
ϖ “Into The Heart of Darkness” creates havoc with variable lighting conditions.
ϖ “Massively Multiplayer” provides two modes of play for groups of players.
CH-Gaming Air Vol. 6 features;
ϖ “The Right Stuff” a RPG mode for Hybrid fighters and a special campaign.
Cry Havoc 10 features;
ϖ “Out in the Open” Hybrid ventures outside with new rules for using the Cadwallon Reversible Gaming Tiles.

Extra Resources
Each issue of Cry Havoc has excellent articles related to the world of Aarklash as do the rest of the Rackham games. The following issues have articles specific to Hybrid. Note that the Gaming Aid Volumes were issued with their respective magazines and each of them has Hybrid content.
Cry Havoc 1 (scenery workshop)
Cry Havoc 2 (scenery workshop)
Cry Havoc 3 (game report and tactics)
Cry Havoc 9 (mission)
Cry Havoc 10 (new rules and missions)
Cry Havoc 11 (missions)
Cry Havoc 13 (missions)
Cry Havoc 14 (new card)
Cry Havoc 15 (new card)

As mentioned above the Gaming Aids have a lot of content and additional materials, they are all highly recommended:
CH-Gaming Aid vol. 1 (new cards and missions)
CH-Gaming Aid vol. 2 (new cards and a campaign)
CH-Gaming Aid vol. 3 (new cards, an additional Tile, missions, new rules and reference material)
CH-Gaming Aid vol. 4 (new cards, a mission and a campaign)
CH-Gaming Aid vol. 5 (new card, a mission and campaigns)
CH-Gaming Aid vol. 6 (new cards, a campaign and new RPG rules with a campaign)

Cadwallon Reversible Gaming Tile sets, for use with the “Out in the Open” rules
A and B – The Lower City
C and D – The Upper City